HEROES & HARDSHIPS

UNIVERSAL RPG SYSTEM

CORE RULEBOOK

JASON DUFF

HEROES & HARDSHIPS

UNIVERSAL RPG SYSTEM

CORE RULEBOOK

ANY SETTING
ANY CHARACTER
ANY ADVENTURE
ANYTHING YOU CAN IMAGINE!!

HEROES & HARDSHIPS is a UNIVERSAL RPG SYSTEM built for flexibility and fun!

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- Use dozens of optional rules to play the game any way you want.

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INTRODUCTION

Welcome to *Heroes & Hardships*! With this book you can experience nearly any genre or setting. A single character can shoot machine guns, wear plate armor, be a giant, and fly through the clouds with angelic wings. Tailor the game your way by turning on optional rules that suit your tastes and that match the tone of your game. *Heroes & Hardships* offers unmatched flexibility all the way from character creation to combat. Play your way.

Foreword

I've known Jason Duff, the creator of *Heroes & Hardships*, for over thirty years.

We probably first met on a playground or at Little League, but that's not where the real story begins. The real story begins in 1999, home from college, drinking cheap, warm, domestic beer in rural Ohio. Among the shadows of a friend's backyard, we admitted the obvious to each other: We were grown men who enjoyed playing make-believe.

In fact, we'd been role-playing together for years on a text-based server known as a MUSH (Multi-User Shared Hallucination) and not even known it. The coincidence was uncanny: Even in it's prime, ElendorMUSH only featured a few dozen players across the globe. So, in a way, our gaming life was destiny.

Through college and early adulthood, we embraced our passion for RPGs on a level not appreciated by the average university student (who may see such dalliance as anathema to the more popular 'side quests' of a college education).

Fast-forward to our early forties: Jobs, spouses, and children encroached on our hobby like The Nothing from *The Never-ending Story*. But all was not lost…

With the advent of virtual table-tops, we formed a group of role-players with similar priorities and tastes in gaming. We were able to schedule escapes into the realm of make-believe and sample dozens of systems.

Game nights were back on the menu, boys, and real-life obligations were met. The realm was saved, and everyone was happy. As of early 2022, we've played nearly 100 different RPGs.

And thus *Heroes & Hardships* was conceived -- One System to Rule Them All, born of the best parts of the games we know and love.

Here's the lowdown on *Heroes & Hardships*: The rules are flexible and as crunchy as you want. The design is simple, yet adds depth to any encounter, and the fantastic artwork and layout of the current volume is beautiful and user-friendly. H&H does *many* things well and is uniquely suited to the GM who wants to create a world of their own or adapt a beloved IP.

First, consider the game's core mechanic. Inspired by other roll-and-keep systems, players perform skill checks by gathering a hefty pool of d10s based on attribute and skill levels, then roll and keep dice based on the skill's governing attribute. The result is compared to a target number (TN). Players may modify the dice pool in a multitude of ways. 'Benefit' dice provide an edge while 'Hardship' dice impose penalties. Can't remember a particular rule? Chances are, you'll be able to add Benefits, Hardships, or both to any dice pool in order to reflect a given situation.

Second, most of these dice explode. An exploding d10 provides that je ne sais quoi for an RPG system and, the bigger the dice pool, the more likely they are to happen. We find an exploding d10 creates the Goldilocks Zone of wow – common enough to affect the game, rare enough to be special, and occasionally epic:

GM: "Please tell me how you single-handedly pilot your starfighter past the space station's defenses and save the galaxy!?!"

But the flexibility and customizability of *Heroes & Hardships* doesn't stop with mechanics. In this core volume you'll find resources for science fiction, fantasy, modern, historical settings, and much in between. What's more, there are rules governing the 'Power Level' of any campaign. With a few easy changes, you could run a deadly and realistic game set in the Wild West (RIP sheriff Gundy; you only lived a few sessions, but they were great!) or an action-packed superhero adventure where it's literally impossible to die unless it serves the greater narrative.

Finally, I'd be amiss not to mention the attention to detail that went in to creating this book. Within these pages, you'll find dozens of inspired pieces of original art from leaders in the field. The layout and skillful organization make for easy reading and a comprehensive index will satisfy even the most rampant rules-lawyer.

In conclusion, I think you'll find entire worlds of fun here. I know we have. In hundreds of hours of playtesting we've saved the world, traveled through time, tamed the frontier, and fought 'The Long Defeat' against a Dark Lord. *Heroes & Hardships* hits all the right notes for a masterful RPG system, including flexibility, elegance, and customization to the style of play you prefer. Good gaming!

Jarrod Williams

February 2022

WHAT IS HEROES & HARDSHIPS?

Heroes & Hardships is a universal roleplaying game that allows Gamemasters (GMs) to craft any story they desire. This book contains many options to facilitate diverse styles and genres of play; GMs can easily create standard fantasy, sci-fi, modern, historical, and super hero games, and readily mix and match all of these genres in any way they see fit.

If you are new to roleplaying games (RPGs), players take the roles of Player Characters (PCs), the heroes of the story, deciding their actions, dialogue, and motivations. One person assumes the role of the Gamemaster (GM), whose job is to adjudicate rules, move the story along, and provide challenges and dangers for the players to face and hopefully defeat.

WHAT YOU NEED TO PLAY

To play *Heroes & Hardships*, you will need a handful of ten-sided dice. We suggest that each player has eight to ten dice. The dice requirement rises as the game's power level increases, so keep that in mind. Dice can also be used to track AP positions on the Combat Track.

Each player will need a character sheet, which is provided later in this book. You may also download these separately at https://fifegames.com. Everyone should have a pencil to fill out their character sheet and to make notes.

Lastly, bring your imagination as you take on any role you can dream!

THE BASICS

Heroes & Hardships is full of what we call "sub-systems". These sub-systems are derived from the base system that powers the game as a whole. You will not find various unrelated mechanics required to do different things. Once you learn the basics, all the other sub-systems should be easy to understand. These sub-systems allow you to play *Heroes & Hardships* in countless ways. If a GM does not wish to incorporate a certain sub-system, it will not impact the rest of the sub-systems in use.

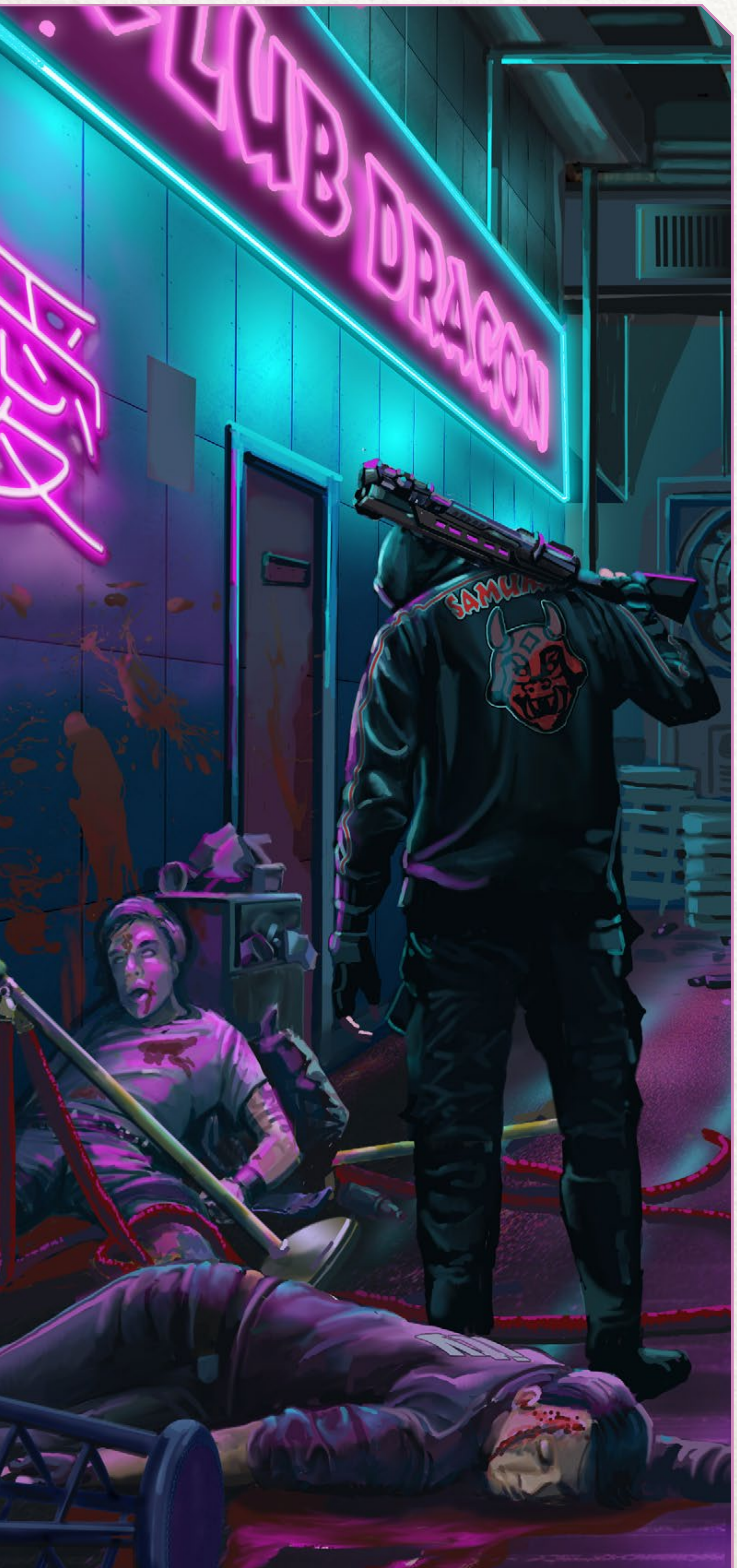
There are also many optional rules that can be used to tailor a game in a way the GM likes best. For instance, combat can be deadly. However, there are optional rules that ease the brutality for a more survivable experience.

SYSTEM OVERVIEW

In *Heroes & Hardships*, you will roll a number of dice based on the combination of your character's Attributes and Skill. From that roll, you keep a number of dice equal to your character's Attribute score. Players will compare the total of those dice to either a static Target Number, often referred to as a TN, or an opposed roll's total. You may have modifiers that add or subtract to the total of your roll, add dice to your dice pool, or add to the TN of the roll. Once you make your calculations, you compare results to your TN or opposed roll total. If they meet or exceed that number, then you succeed. If not, you fail.

HEALTH

Heroes & Hardships does not use the concept of "hit points". There is no pool of numbers that represent a character's overall health. When a character is struck by a blade, they determine the effect by comparing the total of the attack to certain thresholds. These attacks injure and wound those that fail to defend themselves. Combat can lead to brutal wounds and penalties that could last a character's lifetime.



YOUR DESCRIPTIONS FOR YOUR GAME

Abilities, Wounds, equipment, magic, and a vast majority of *Heroes & Hardships* allows the GM and players to describe what something does narratively. The Curse Manifestation might be a hex in one game, or a biological sickness in another. The system describes what something does mechanically, but the GM and player have full control to determine how and why. This helps *Heroes & Hardships* serve any setting or genre desired.

CHARACTER CREATION

There are two methods of creating characters presented in this book: the Roll Method and Pick Method. In the Roll Method, Attribute are determined randomly by rolling dice. The Roll Method treats each character's birth as one of chance, but players are given some wiggle room. Each player can adjust their character's interests and early childhood development. This also allows characters to better match any preconceived notions of what the player had envisioned for their character. The Roll method is suggested for GMs wanting to simulate a gritty game experience.

The Pick Method allows a great deal of freedom to create the exact character desired. This includes allocating Attribute points based on the power level of the game. The Pick method is suggested for GMs that want to give their players ultimate control of their characters.

A UNIQUE COMBAT SYSTEM

Heroes & Hardships attempts to blend realism within the game. Consider combat, the concept of waiting your turn to perform an action is unrealistic. Combatants perform actions and those actions take time to complete. Once they complete an action, then they do something else. The order of these actions depends on the length of time of each action.

Heroes & Hardships does not use rounds like most other role-playing games. Characters act based on the length of time it takes them to perform whatever action they are attempting. This allows everyone to act more frequently, and change their plans based on the evolving situation.

POWER SCALING

Heroes & Hardships allows for different power levels in a game. Some games will be played with incredible character abilities and training, while others are more mundane. Each game can be set in a way that allows GMs to run the game they want.

These are only a few examples of the unique characteristics of *Heroes & Hardships* that give you the power to play the exact game you want.

SYSTEM

Heroes & Hardships utilizes a Roll and Keep system using ten-sided dice. A ten-sided die is referred to as a “d10”. *Heroes & Hardships* will never require another type of die. Rolls typically combine Attributes, Skills, Benefits, Hardships, and modifiers.

ROLLING DICE

Heroes & Hardships refers to dice rolls with specific terms.

WHY ROLL?

Rolls determine the outcome of an action that could fail. The GM will decide when a player needs to roll. The higher a roll is, the better the result.

ATTRIBUTES & SKILLS

A Skill is always governed by a specific Attribute. Sometimes, this Attribute can change based on abilities, etc. However, each character has one, and only one, Attribute that governs a Skill. This roll is called a Skill Check.

EXAMPLE

Swords Skill Check indicates to roll the Swords Skill with its governing Attribute, typically Dexterity.

ROLL / KEEP

This indicates how many dice are being rolled and how many are being kept. This is typically expressed with a lowercase r and k.

EXAMPLE

r6/k3 means to roll 6 ten-sided dice, and keep the three highest of them. Total the dice you keep.

ROLLED DICE

The first thing a player or GM must do when making a Skill Check is form their dice pool. A dice pool is the combination of all the dice you will roll. To build a dice pool, follow these steps exactly.

- Determine what Skill is being rolled.
- Determine the governing Attribute.
- Add the Attribute score and Skill rank to determine the amount of rolled dice.
- Add an additional rolled die for each benefit added to the check.

KEPT DICE

Once the dice pool has been created, determine the number of kept dice. To determine kept dice, use the governing Attribute's score.

MODIFYING DICE POOLS

Dice pools are modified in certain ways.

BENEFITS

Benefits grant bonuses to rolls. Various situations may call for a Benefit to be added. When a Benefit is applied to a dice pool, add another die to the pool for each Benefit added.

EXAMPLE

A dice pool of **r3/k2** with a Benefit would be changed to **r4/k2**.

HARDSHIPS

Hardships are penalties that increase the difficulty of a roll. Hardships can be applied for various reasons, such as Wounds or various situational penalties. For every Hardship applied to a roll, increase the difficulty by 1 Penalty Die. Add that Penalty Die to the difficulty of the roll.

PENALTY DICE

Penalty Dice are d10s that explode (see Exploding Dice), and are added to the difficulty of a roll. Some Penalty Die include, Hardships, Range Dice, Magic Dice, etc. There is no limit to how many Penalty Dice a roll can have.

Penalty Dice are typically rolled by the player making the Skill Check, but can be rolled by defenders in an Opposed Skill Check, or even the GM. Do whichever works best for your table.

SKILL CHECKS

When players form a dice pool based on an Attribute and a Skill, this is called a Skill Check. The bulk of rolls in *Heroes & Hardships* are Skill Checks. These Skills Checks can be Unopposed or Opposed.

UNOPPOSED SKILL CHECKS

When players make rolls against challenges that are not directly opposed by another entity (character, creature, force, et al.), they are considered Unopposed. Unopposed checks must be equal to or greater than a Difficulty set by the GM. The Difficulty is represented by a Target Number. Target Number is often abbreviated as TN.

OPPOSED SKILL CHECKS

Skill Checks where two forces are actively working against each other require an Opposed Roll. Both sides roll their relevant dice and whomever has the highest roll is successful.

In the case of a tie, the participant with the highest Skill rank succeeds with 0 levels of success. If there is still a tie, compare Attribute scores. If after these two steps there is no winner, roll again.

EXAMPLE

The player Brandon rolls a Courage Skill Check against an NPC's Intimidation Skill Check. Brandon rolls a total of 9. The GM rolls a total of 12 for the NPC. Brandon's character is cowed, falling victim to the NPC's intimidation attempt.

MAXIMUM DICE POOLS

Each Skill Check has a maximum number of dice that can be rolled. You may roll a maximum number of dice equal to double the governing Attribute score on any Skill Check. Any Benefits added that increase the number of rolled dice to a sum greater than double a character's governing Attribute are converted.

Every two dice that exceed this maximum are converted to a kept dice. Odd numbered rolled dice above the maximum grant a +3 to Skill Checks instead of an extra kept die.

You may never add more kept dice than double the Skill Checks governing Attribute score. Anything greater than this grants a +3 to the Skill Check.

EXAMPLE 1

John has a DEX Attribute of 3 and Guns Rank at 3. His dice pool for a Guns Skill Check is r6/k3. He can roll a maximum of 6 dice for this Skill Check. He aims twice in combat, giving him two Benefits. Since he cannot roll any additional dice, he converts those Benefits to 1 kept die. His pool becomes r6/k4.

EXAMPLE 2

John has a DEX Attribute of 3 and a Swords Rank of 3. His dice pool for a Swords Skill Check is r6/k3. He can roll a maximum of 6 dice for this Skill Check. He does a Reckless Attack in combat, giving in 3 Benefits. His first 2 Benefits give him an extra kept die. His pool becomes r6/k4. However, he has another Benefit to add. It is the odd Benefit so his Skill Check is now r6/k4 + 3.

POWER LEVELS

Each game in *Heroes & Hardships* is assigned a Power Level. The Power Level represents how powerful characters are by giving them greater resources in character creation. Power Levels are sometimes abbreviated as PL.

PL 1: This Power Level simulates gritty and realistic campaigns, regardless of fantastical elements. PCs are a cut above the regular person.

- Recommended for low fantasy, hard sci-fi, modern, and street hero campaigns.

PL 2: PCs have great powers and can affect their surroundings to a great degree. PCs are vastly superior than the average person.

- Recommended for high fantasy, space opera, far future, and planetary super hero campaigns.

PL 3: Great gifts of power are bestowed to PCs that utterly dwarf lesser creatures. The stakes are galactic and world shattering.

- Recommended for epic fantasy, ultra-powered sci-fi, and galactic super hero campaigns.

DIFFICULTIES

Each PL has a different set of Target Numbers for Skill Checks. When a rule references a difficulty category, like Mundane, Challenging, Hard, Desperate, or Impossible, use the associated TN for that game's PL.

EXAMPLE

In a Power Level 1 game, the GM calls for a Challenging Skill Check. A player makes a Skill Check for Athletics/Strength. Their pool is r4/k2.

Their 4 dice are: 6, 4, 3, 9. They keep the 2 highest dice: 6 and 9. This equals 15. Their roll of 15 equals the required Challenging TN of 15 for Power Level 1. They pass this Skill Check.

In a Power Level 2 game, the GM calls for a Challenging Skill Check. A player makes a Skill Check for Athletics/Strength. Their pool is r5/k3 and they roll.

Their 5 dice are 6, 4, 3, 8, 5. They keep the 3 highest dice: 6, 8, 5. This equals 19. PL 2's Challenging TN is 20. They fail their Skill Check by 1.

THE MUNDANE DIFFICULTY

The Mundane Difficulty is different in that it does not change between PLs. Tasks that fall under the Mundane are those that require no special training. They are usually fairly easy for anyone to perform, regardless of their training and gifts.

The GM may not require Skill Checks for these tasks, but if they do, they may use the Mundane TN of 10 for all Power Levels.

WHY DIFFERENT DIFFICULTIES?

PL Target Numbers are meant to scale with the competence of PCs. The difficulties are personal to the PC themselves. The question is "What is Challenging for the PC?" The question is not, "What is Challenging for the world?" Difficulties should not be compared across PLs. An archmage is an archmage in either PL 1 or PL 3; the archmage's relative power means nothing. Their abilities are only relevant within the PL of the game they are a part of.

POWER LEVEL 1 TARGET NUMBERS

DIFFICULTY	TN
Mundane	10
Challenging	15
Hard	20
Desperate	30
Impossible	40

POWER LEVEL 2 TARGET NUMBERS

DIFFICULTY	TN
Mundane	10
Challenging	20
Hard	30
Desperate	40
Impossible	50

POWER LEVEL 3 TARGET NUMBERS

DIFFICULTY	TN
Mundane	10
Challenging	30
Hard	40
Desperate	50
Impossible	60

LEVELS OF SUCCESS AND FAILURE

Sometimes it is important to know how well a Skill Check did versus a Target Number. This is true for things such as combat, or any other scenario the GM can envision.

For the Level of Success, subtract the TN from the roll. The result is the Level of Success. For the Level of Failure, subtract the Skill Check from the TN. The result is the Level of Failure.

EXAMPLE

A Skill Check total of 23 against a TN of 15 results in 8 Levels of Success. A Skill Check of 11 against a TN of 15 results in 4 Levels of Failure.

MODIFIERS

There are times when a roll is modified by adding or subtracting from the Skill Check's total. These Static Modifiers can be applied in two ways.

PRE-ROLL MODIFIERS

A Pre-Roll Modifier aids or hinders characters in succeeding their task. Pre-Roll Modifiers add to or subtract from the total of a roll before success is determined.

POST-ROLL MODIFIERS

Post-Roll Modifiers modify the total of a roll after success is determined. This could be a positive or negative modifier. A Post-Roll Modifier determines how well a character succeeds in their task. If a Skill Check fails, any Post-Roll Modifiers are moot and discarded.

EXAMPLE

Jason's character, Malek, uses his spaceship's impulse thrusters to avoid small asteroids flying in his path. As a Level-1 piece of Gear, the thrusters grant +3 to his Drive Skill Check. Malek rolls r6/k4 which totals 30, his Skill Check is granted a +3 Pre-Roll Modifier, which equals 33.

Later, Malek is forced to use his ship's blasters. He makes his roll to see if he hits an oncoming asteroid, and the GM declares he hits. Malek then adds the damage rating of his blasters as a Post-Roll Modifier to the Skill Check in determining how many Levels of Success he did to the flying hunk of space rock.

"Skill is everything."

EXPLODING DICE

Often, when a player rolls a 10 on a Skill Check that die is said to "explode". When a die explodes, the player rolls again and adds the extra die to his total already rolled. If the die is a 10 again, the player continues to roll until the die is not a 10.

There are some instances where d10s do not explode. Some rolls on tables, for instance, will not explode. Those situations will be detailed in their specific sections. If a roll does not indicate if it explodes or not, it is assumed that a 10 does explode on that roll.

EXAMPLE

A Skill Check dice pool of r6/k3 results in the following dice: 5, 10, 8, 2, 1, 1. The player keeps the 5, 10, and 8. The 10 explodes and the player rolls it again. The next result is also a 10, and so they roll once more. The last roll is a 1, therefore there are no more exploding die left to roll.

The player totals the first three dice as normal; they add 5 + 10 + 8, for a sum of 23. They then add the exploding dice totals: 23 + 10 + 1. The total of the Skill Check is 34.

UNTRAINED SKILL CHECKS

A player or GM can make an attempt at any Skill Check even if the character has no Skill Ranks in that Skill. These are called Untrained Skill Checks. When rolling a 10 on Untrained Skill Checks the 10 does not explode.

BONUS SETS

Because *Heroes & Hardships* is designed to scale between Power Levels, different abilities, etc, will contain different bonuses to characters based on the PL of their game. When something refers to Bonus Sets, note the PL and the level of the Bonus Set and apply the bonuses below.

All static modifiers are Pre-Roll Modifiers. The bonuses granted from multiple Bonus Sets stack.

BONUS SETS

PL	LEVEL 0	LEVEL 1	LEVEL 2	LEVEL 3
1	+1	+3	1 Benefit	1 Benefit & +3
2	+2	1 Benefit	1 Benefit & +3	2 Benefits
3	+3	1 Benefit & +3	2 Benefits	2 Benefits & +3

EXAMPLE

Dave's character is granted a Level-2 Bonus Set by one of his abilities. In a PL 2 game, he gets 1 Benefit and a +3 Pre-Roll Modifier to his Skill Check.

SITUATIONAL RULES

There are special rules the GM may use when necessary.

ASSISTING

Assisting is performed by one character to help another character. If more than one character wants to help, they should use Group Skill Checks instead.

The character assisting adds one Bonus Set Level to the Skill Check per Rank that character has in the Skill being checked. If they have 0 Ranks, use the Level-0 Bonus Set. It is at the GM's discretion if a Skill Check can be assisted. The maximum Bonus-Set is Level-3, regardless of the rank of helper.

EXAMPLE

Donald is Assisting Clint with a Deception Skill Check as he begins fast talking the target while Clint attempts to lie. Donald has 2 Ranks in Deception. Therefore, Clint makes his Skill Check with a Level-2 Bonus Set based on the PL of the game.

GROUP SKILL CHECKS

Characters may make Group Skill Checks when the GM allows it. Groups allow multiple characters to use actions together with a single Skill Check. This is typically used outside of conflicts but can be used when Action Points are counted in certain circumstances.

Groups elect a primary member for any task and that member makes the Skill Check. The Game Master may give Benefits or Hardships to these Skill Checks based on the situation. In combat, forming groups is typically done with the Interact action. The group must wait for the slowest member's turn to act, which they do in unison.

EXAMPLE

Four PCs are crossing a marshland. The Game Master asks the group for a combined Stamina Skill Check to see how well they do traveling over the terrain for long periods of time. The PC with the best Stamina dice pool chooses to make the Skill Check. The Game Master decides that doing this check in a group would prove a hindrance, as some of the members have low or no Stamina Skill Ranks. The Game Master adds 1 Hardship to the Skill Check and sets the difficulty.

A group that tries to move a boulder could be given any level of Bonus Set because multiple people are attempting to push the rock.

It is ultimately up to the GM as to what bonus or penalty a Group Skill Check has.

PULLING BACK

Under certain circumstances a player may wish to keep less dice than they could normally. This is called Pulling Back.

A player may Pull Back on any Skill Check, but only Skill Checks. In order to Pull Back, the player or GM must announce it before the roll. When they do, they must remove kept dice up to their Will Score. A character must always keep 1 die.

EXAMPLE

Tommy is a magic user and wants to temper his chances for a Skill Surge. His Shape Skill Check is usually r6/k4. However, he decides to Pull Back and remove 2 dice. He now rolls r6/k2 for his Shape Skill Check. Tommy's Will is 2, so he can remove up to 2 dice from the pool.

Remember, Tommy must also convert r6/k2 because it exceeds the new Maximum Dice Pool.

EXTENDED SKILL CHECKS

Performing tasks that take a long time is an opportunity to use Extended Skill Checks, which consist of multiple ordinary Skill Checks over a period of time. Both the number and frequency of Skill Checks in an Extended Skill Check are up to GM discretion; there may be one Skill Check per day, one per hour, etc.

The GM multiplies the number of Skill Checks by the Difficulty to determine the Extended Task Difficulty. The character now has the number of Skill Checks established by the GM to equal the Extended Task Difficulty. If the total of Skill Check results equals or exceeds the Extended Task Difficulty before the maximum Skill Checks determined by the GM, the task is completed early.

If the characters do not succeed in the allotted amount of time, the GM may either allow them to continue until they do succeed, or present a complication where they must start over. This depends entirely on the circumstances of the situation.

EXAMPLE

Amy is running a PL 1 game. The characters are attempting to build a fenced-in perimeter to keep out zombies and raiders. They are attempting to do this as quickly as possible. Amy decides this is an Extended Task and would take 5 Skill Checks to complete. Each Skill Check represents one day of work. This is only a Challenging Difficulty, and so Amy multiples 15 (The Challenging TN) by 5. This equals 75. The characters make a Craft Skill Check over the next five days; this is one Skill Check a day.

The craftsman amongst them makes 3 Skill Checks and gets a total of 78 between the 3 Skill Checks. The task is completed 2 Skill Checks early. The fence is built in 3 days.

ROUNDING

Unless the rules specify otherwise, if the result of a roll or calculation is not a whole number, then round down to the nearest whole number.

CHARACTER CREATION

Character creation is a combination of factors available to players in *Heroes & Hardships*. Players will set Attribute Scores, assign Skill Ranks, and buy Abilities and Ancestry Traits. Players will be able to create unique characters with the aid of the multitude of options available.

ATTRIBUTES

There are twelve core Attributes in *Heroes & Hardships*. Attributes quantify a character's genetic and early childhood development through adolescence. It is up to the GM and player to decide how Attributes are reflected in each character. Is this how they were born? Did they develop them through hard work?

Attribute Basics

There are three Attribute categories. These categories are Physical, Mental, and Social. *Heroes & Hardships* uses an optional thirteenth Attribute called Fate. The GM will decide whether to use Fate or not. The number associated with each Attribute is called a Score.

Each Attribute contains Skills that are tied to them. No Skill can be associated with more than one Attribute.

For each Attribute, a character should have a Maximum Score and a Current Score. Maximum Scores are the Attributes' value before wounds or any other modifiers are added. Current Scores are the actual score of a character's Attribute after every modifier that is not permanent has been calculated.

Most rolls should be based on an Attribute's Current Score. If a roll would use the Maximum Score instead of the Current Score, then the rule for that roll will indicate the need for this adjustment.

Attributes & Power Levels

The range of scores for Attributes depends on the game's Power Level. A score of 1 is always the lowest a character can have, while 10 is the highest. Scores may be raised higher than 10 or lowered below 1 temporarily; if a rule allows this behavior, it will be explicitly stated. Otherwise, these values are the minimum and maximum allowed. Games with higher Power Levels will adjust starting Attribute Score minimums and maximums.

PHYSICAL ATTRIBUTES

Physical Attributes consist of those related to physical competence. Characters' physical Attributes define how strong, fast, deft, or hardy they are.

STRENGTH (STR)

Strength is the raw force a character can generate. Heavy weapons that take more brawn than finesse often fall under this Attribute as do general catch all physical feats.

AGILITY (AGI)

Agility is the mastery of a character's body movements. Many Skills relying on finesse use this Attribute.

DEXTERITY (DEX)

Dexterity is the character's ability to manipulate objects with their hands and arms. Lighter weapons that focus on precision fit neatly in this Attribute as do many ranged weapons.

ENDURANCE (END)

Endurance is how well a character copes with fatigue, illness, and wounds. Natural recovery and avoiding wounds prove easier with a high score in this Attribute.

MENTAL ATTRIBUTES

Mental Attributes consist of raw intelligence, study, perception, and mental fortitude. The Attributes are a blend of genetics, academics, awareness, and force of will.

INTELLIGENCE (INT)

Intelligence depicts the character's aptitude performing complex mental tasks. Many Skills that focus on intellect and learning can be found under this Attribute.

KNOWLEDGE (KNO)

Knowledge quantifies how educated a character is in various subjects. Data retention and every-day academic pursuits are often found under knowledge.

SENSES (SEN)

Senses relate to how well attuned a character's five senses are to the world around them. How fast a person acts and a character's five sensory perceptions are incorporated under this Attribute.

WILLPOWER (WILL)

Willpower is the force-of-personality, grit, and determination the character has. Mental focus, fortitude, and courage make up this Attribute.

Who will you be?

SOCIAL ATTRIBUTES

Social Attributes consist of those that allow a character to influence others and protect themselves from social manipulation. They may do so by using their charisma, understanding of others, a glib tongue, and social status.

PRESENCE (PRE)

Presence depicts the character's social Skills and natural charisma. A character's presence allows them to use their natural looks, charisma, and related talents to their benefit.

EMPATHY (EMP)

Empathy is how attuned a character is to others' motivations. This Attribute is used to read verbal and physical clues in order to understand the underlying motives behind someone's words or actions.

COMMUNICATIONS (COM)

Communications is how eloquently a character can relay information. Characters use this Attribute in conjunction with truth, falsehoods, and grandiose speeches.

INFLUENCE (INF)

Influence is the status a character holds over other people or lands. Influence may also depict a character's accumulated wealth and social status.

THE FATE ATTRIBUTE

In *Heroes & Hardships*, an optional Attribute called Fate can be used. Fate should be used in combination with high-powered and mythical campaigns. Both Traditional Magic and Super Powers require the Fate Attribute. Fate can also be used to simulate luck or chance in other, more mundane, settings. The use of Fate is determined by the GM.

Characters receive Fate Points (FP) equal to their Fate score. Fate Points may be spent or burnt at any time instantly. Burning Fate Points requires no Action and can be done at any time allowed by the GM. Fate can be used in many ways.

BURNING FATE POINTS

A character may burn a Fate Points in various scenarios. When a Fate Point is burnt, it also subtracts the total of burnt Fate Points from the Fate score. Burnt Fate Points do not regenerate. Once all a character's Fate Points are burnt, there is ordinarily no way to increase them afterward.

There are several ways to burn Fate Points.

Add a Pre or Post Roll Modifier

- A character may burn a Fate Point to add 20 (PL 1), 30 (PL 2), or 40 (PL 3) to a Pre or Post – Roll Modifier for any type of roll. The player may choose to burn a Fate Point at any time. They may even burn a Fate Point for Pre-Roll Modifiers after the roll, which is unique to burning Fate Points.

Negate Fate Point Burns

- A character may Burn a Fate Point to negate another character's Fate Point Burn. This must be done immediately after the target Burns their Fate Point. This happens instantly before any rolls or outcomes from burning a Fate Point.

Ignore all Hardships & Injuries

- A character may burn a Fate Point to negate all Hardships of any type on their next roll. This also ignores all Injuries suffered.

Add a Major Detail to a Scene

- This can add a major detail to a scene, such as having friendly group of knights arrive to aid you, cause rain to drench a fire, or find a heavy machine gun to help defend yourself. What is accepted is ultimately up to the GM.

Spending Fate Points

A character may spend a Fate Points in various scenarios. Once a character has reached 0 current Fate Points, they cannot spend any more until Fate Points are replenished. This usually occurs after a session's or story arch's conclusion. Ultimately it is up to the GM at what rate they are replenished.

There are several ways to spend Fate Points.

Add a Benefit to a Roll

- A character can spend a Fate Point (FP) to add a Benefit to a roll. They may use as many current Fate Points as they have on one roll or split them up among different rolls.

Make Yourself Trained

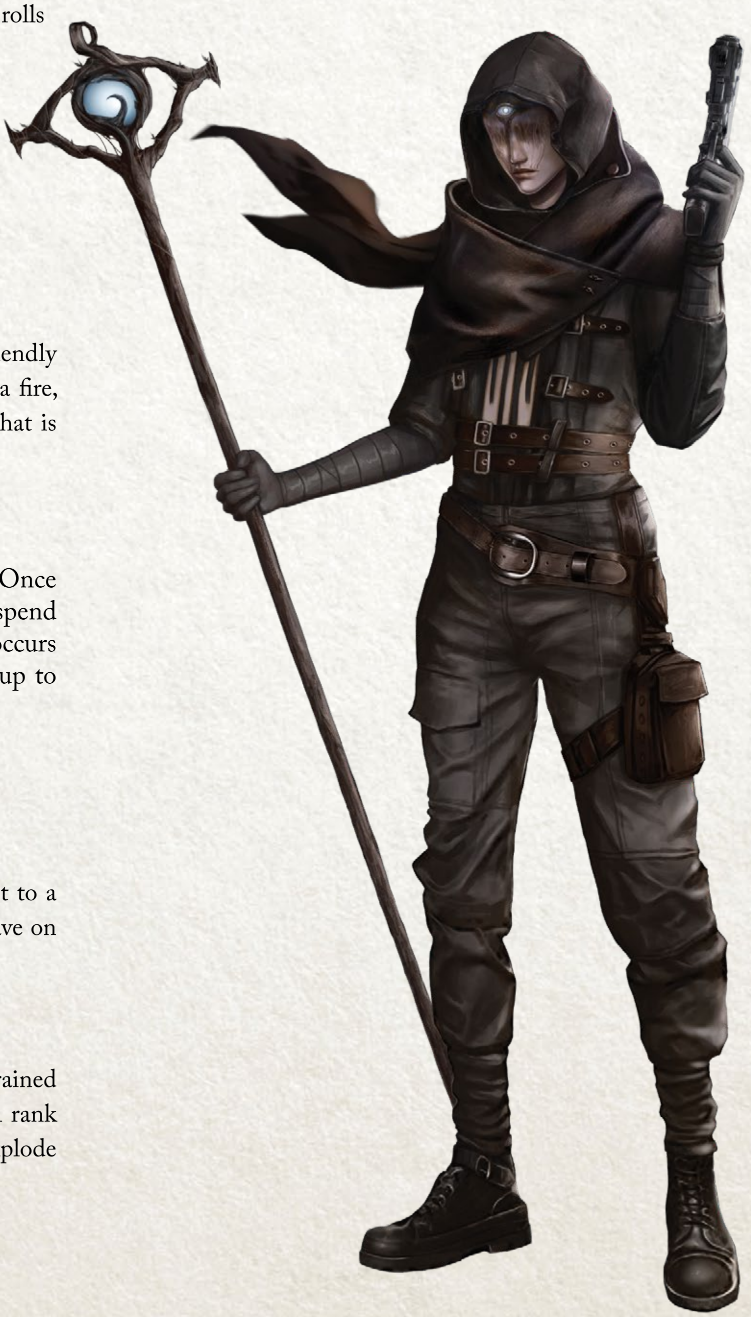
- A character may spend a Fate Point to make themselves Trained in a Skill they have no ranks in. This does not give them 1 rank in the Skill, but allows Skill Checks with that Skill to explode on 10s.

Negate Fate Point Spends

- A character may spend a Fate Point to negate another character's Fate Point spend. This must be done immediately after the target Spends their Fate Point. This happens instantly before any rolls or outcomes from spending a Fate Point.

Add a Minor Detail to a Scene

- This can add a detail to any scene. Examples include: finding rope to make a climb, having a cell phone suddenly get enough service to send a text, or have the wind shift so that the players are downwind from the wolves hunting for them. What is accepted is ultimately up to the GM.



BRINGING YOUR CHARACTER TO LIFE

There are two types of character creation methods in the *Heroes & Hardships Core Rulebook*: the Roll Method and Pick Method. The difference in these methods are how Attributes are generated.

The Roll Method generates Attribute scores randomly by rolling 1d10 and referencing a table.

The Pick Method allows Attribute scores to be chosen freely with a pool of Attribute Points.

The GM should work with players to determine which method they wish to use. The Roll Method is far more random, but allows some mitigation of rolls. The Pick Method allows players to tailor their characters exactly as desired. It is advised that all players use the same method of Attribute score generation, but that is ultimately up to the GM to decide.

STEP 1: CHOOSE AN ATTRIBUTE GENERATION METHOD

The GM and players choose:

- Roll Method
- Pick Method

STEP 1A: DETERMINE POWER LEVEL

The GM will indicate the game's Power Level. This will determine the range of the player's Attributes. Once determined go to either Step 1B: The Roll Method, or Step 1C: The Pick Method.

STEP 1B: THE ROLL METHOD

Each Attribute is rolled randomly. This simulates having no real choice in a baseline of physical, mental, and social aspects of yourself at birth and throughout early childhood. The player may have some concept of their background and ancestry, but it may be best to let the dice help decide.

Roll 1d10 for each Attribute in order, and consult the correct table depending on Power Level. These rolls do not explode on 10s.

The order of Attributes is listed by the four Attribute categories: Physical, Mental, Social, and Fate.

- Physical: Strength, Agility, Dexterity, and Endurance.
- Mental: Intelligence, Knowledge, Senses, and Willpower.
- Social: Presence, Empathy, Communications, and Influence.
- Fate: Fate

FATE

If using Fate, and you would like a Fate score of 0, you need not roll for it. If you do this, add an additional Attribute point when assigning your Free Attribute Point.

POWER LEVEL 1: ROLL ATTRIBUTE GENERATION

ROLL	ATTRIBUTE SCORE
1-2	1
3-7	2
8-9	3
10	4

POWER LEVEL 2: ROLL ATTRIBUTE GENERATION

ROLL	ATTRIBUTE SCORE
1	1
2-3	2
4-7	3
8-9	4
10	5

POWER LEVEL 3: ROLL ATTRIBUTE GENERATION

ROLL	ATTRIBUTE SCORE
1	2
2-3	3
4-7	4
8-9	5
10	6

Attribute Flip

Once all Attributes have been rolled in order, including Fate if used, then proceed to the Attribute Flip. This simulates self-determination, personal interest, and early childhood development.

The Attribute Flip allows the player to exchange two Attribute scores. Players need not flip Attribute scores if they do not wish to do so.

Free Attribute Point

Players are given 1 Attribute Point to add to their Attributes while adhering to the following rules.

- You may add 1 point to any Attribute after the Attribute Flip.
- The maximum value of an Attribute is 4 for Power Level 1, 5 for Power Level 2, and 6 for Power Level 3. You may not increase any Attribute score higher than those limits.

EXAMPLE

Jarrod uses the Roll Method character creation of rolling for each Attribute at PL 1 with Fate. Jarrod rolls a 3, 4, 6, 8, 10, 1, 6, 8, 10, 3, 4, 7, and 4. There are no exploding dice during character creation. Therefore, his Attribute scores are: STR 2, AGI 2, DEX 2, END 3, INT 4, KNO 1, SEN 2, WILL 3, PRE 4, EMP 2, COM 2, INF 2, and Fate 2.

With these rolls, Jarrod decides a mentally strong character would work well. He uses his Attribute Flip to swap his WILL score of 3 with his KNO score of 1. His KNO is now 3, and his WILL is now 1.

Jarrod now gets a free Attribute point and adds 1 to KNO for a total of 4.

STEP 1C: THE PICK METHOD

The players are given a pool of Attribute Points that can be placed in any Attribute, up to levels determined by the game's Power Level. The Pick Method helps mold the mechanics of the character into the vision the player has for the character's background, ancestry, etc.

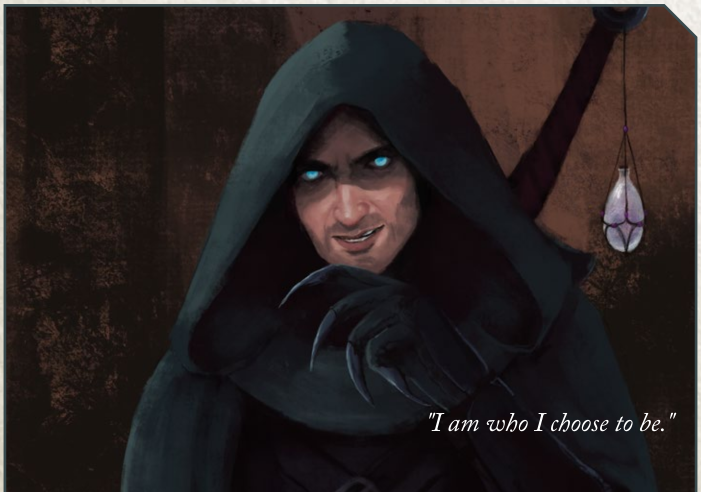
Each Power Level has a minimum and maximum Attribute score.

Use the following table to determine the amount of Attribute Points players receive in order to create their characters.

Remember, unlike other Attributes, your Fate score may be 0.

MIXING METHODS

It is not recommended to allow some players to use the Pick Method, and others to use the Roll Method. Doing so may cause unexpected power imbalances.


"I am who I choose to be."

PICK ATTRIBUTE GENERATION

PL	ATTRIBUTE POINTS (FATE)	ATTRIBUTE POINTS (NO FATE)
1	30	28
2	36	34
3	46	44

Attribute Point Allocation Rules

Follow the following rules for each Power Level when allocating Attribute Points.

Power Level 1

- The maximum Attribute score is 4.
- Only two Attributes may have an Attribute score of 4.
- Each Attribute, except Fate, must at least have an Attribute score of 1.

Power Level 2

- The maximum Attribute score is 5.
- Only two Attributes may have an Attribute score of 5.
- Each Attribute, except Fate, must at least have an Attribute score of 1.

Power Level 3

- The maximum Attribute score is 6.
- Only two Attributes may have an Attribute score of 6.
- Each Attribute, except Fate, must at least have an Attribute score of 2.

EXAMPLE

If Jarrod is using the Pick Method, he can assign points to his Attributes. Since this game does not use Fate, he chooses the "No Fate" column of the table. This is a PL 1 game, so he has 28 points to distribute. His twelve Attributes must at least have a score of 1, so he spends 12 of his 28 Attribute Points to increase all his Attributes to 1.

With his remaining 16 Attribute Points he increases INT to 4 (3 points), KNO to 3 (2 points), INF to 3 (2 points), WILL to 4 (3 points), PRE to 3 (2 points), EMP to 3 (2 points), and AGI to 3 (2 points). This completes his Attribute spends.

Step 2: Determine Skills

A character's Skills are what helps separate them from everyone else. These Skills can be learned from formal education, work, trial and error, or any other way that reasonably represents your character's background.

Rank in a Skill is rated from 0 to 10. When selecting a Skill, you are choosing to have a level of expertise in that Skill. A Skill may never have a rank greater than the associated Attribute score.

Skills are detailed in Skills & Abilities.

Gaining Skill Points

In order to determine how many Skill Points a character has and where they can be spent, total the Attribute Points in each Attribute category. These include the Physical, Mental, Social and Fate Attributes.

Example

Jarrod adds up the Attribute scores from each Attribute category.

- Physical: STR 2, AGI 2, DEX 2, END 3. The total Skill Points from the Physical category is 9.
- Mental: INT 4, KNO 4, SEN 2, WIL 1. The total Skill Points from the Mental category is 11.
- Social: PRE 4, EMP 2, COM 2, INF 2. The total Skill Points from the Social category is 10.
- His Fate score is 2, which is also the Skill Points in the Fate category.

Spending Skill Points

Skill Points spent on Skills within the associated Attribute category cost one Skill Point per rank regardless of the rank, unless the Rank equals the governing Attribute score. When increasing a Skill to a rank that would equal the Attribute score, double the cost of that rank.

The exception to this rule is if the Attribute score is 1. Increasing a Skill Rank to 1 in an Attribute that is also 1, only costs 1 Skill point. Whereas, increasing a Skill Rank to 2 in an Attribute that is also 2, costs 2 Skill points for that Rank.

Example

Jarrod begins to spend Skill Points on his character. He spends 2 Physical Skill Points for Resilience 2, a Skill associated with Endurance. Jarrod wants to add another Skill rank to Resilience, but going to rank 3 would cost 2 Skill Points because a Skill rank of 3 would equal the Endurance Attribute score of 3. Jarrod completes the purchase, which costs 2 Skill Points for that rank. The total spent on Resilience Rank 3 is 4 Skill Points, 1 for Rank 1, 1 for Rank 2, and 2 for Rank 3.

He also purchases one Skill rank of Courage, which falls under WILL. Since WILL is 1, even though the Skill rank equals the Attribute score, the cost is only 1 Mental Skill Point.

Cross Category Skill Spends

Skill Points may be used across Attribute categories. However, Skill Points originating from different Attribute categories than the purchased Skill rank costs double whatever the normal cost is.

If using the Fate Attribute, you will also have Fate Skill Points. Fate Skill Points work differently than other Skill Points. Fate Skill Points can be used for Fate based Skills as normal, but also can be used in other Attribute categories as if they belonged to that Attribute category. You may not use non-Fate Skill Points to purchase any rank in Fate Skills.

Skill Points cannot be saved for advancement later. Any Skill Points unspent are lost upon moving to the next step of character creation.

Example

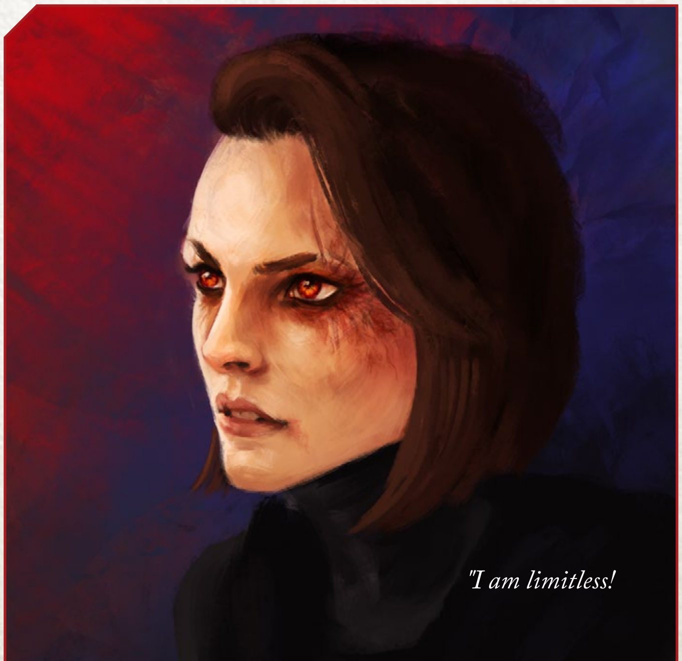
Jarrod wants to spend some of his Social Skill Points on a Mental Skill. He purchases Healing Rank 1 for 2 Social Skill Points.

Buying the Axe Skill, associated with Strength, with Social Skill Points costs 2 for Rank 1. His Strength Attribute is 2, so buying Axes Rank 2 costs an additional 4 Social Skill Points. His total Social Skill Points spent on Axes is 6.

Each Skill Rank is purchased separately. There is no limitation to buying a Skill Rank with one type of Skill Point, and an additional Skill Rank of the same Skill with a different type of Skill Point.

Step 3: Calculate Characteristics

There are several statistics that are derived from both Attributes and Skills. These are called Characteristics. Characteristics should be calculated before purchasing Abilities, as some Abilities can modify characteristics directly. If Abilities are selected that modify a Characteristic score, the player should update the Characteristic as necessary when the Ability is purchased.


"I am limitless!

GENERAL CHARACTERISTICS

- **Speed:** Speed is the multiplier of movement when used either in tactical situations or as comparisons to other characters or objects with Speed scores.

All characters start with a Speed score of 1.

- **Size:** Size reflects the general space a character takes up.

All characters start with a Size score of 1.

- **Wound Threshold (WTh):** The maximum number of Wounds a character can take.

All characters start with a Wound Threshold score of 2.

DEFENSES

- **Base Defense (BD):** The basic defense score of a character.

(AGI + SEN + Dodge) x 2

- **Magic Defense (MD):** The magical defense score of a character.

(WILL + Fate + Focus) x 2

- **Mental Defense (MeD):** The mental defense score of a character.

(EMP + WILL + Courage) x 2

PHYSICAL

- **Wound Level (WL):** The opposing Levels of Success required to force a character to take a Wound.

4 + STR + END + WILL + Resilience + PL

- **Injury Level (IL):** The opposing Levels of Success required to force a character to take an Injury.

WL / 2

- **Mortality Threshold (MTh):** The Levels of Successes required for a defender to make an instant Death Roll.

WL x 2

MENTAL

- **Terror Level (TL):** Opposing Levels of Success required to force a character to take a Wound.

4 + WILL + EMP + PRE + Courage + PL

- **Fear Level (FL):** Opposing Levels of Success required to force a character to take an Injury.

TL / 2

- **Insanity Threshold (ITh):** The Levels of Successes on a mental attack required for a defender to make an instant Insanity Roll.

TL x 2

STEP 4: CHOOSE ANCESTRY

The player should choose what Ancestry they want for their character, or they may make their own with the GM's permission.

Ancestry Traits listed in the Ancestry are available to the character. Ancestry Traits may be selected at random or chosen. It is suggested that those using the Roll Method use the random roll, and those using the Pick Method choose their Traits.

Regardless of how the Ancestry Trait is selected, levels of the Trait must be purchased. You may select any number of Ancestry Traits that you can afford and your character has access to. The cost of each level of the Trait can be purchased with the following:

- You may trade one level of an Ancestry Trait for 1 Rank of a Flaw.
  - You may gain no more than 2 Ranks of Flaws in this manner.
  - Flaws are chosen by the GM with input from the player.
- Exchange 6 Ability Points per Ancestry Trait level from any and all Ability Point categories.
- You must purchase all Trait Levels independently.
- Ancestry Traits may never be purchased after character creation with Experience Points without the GM's permission.

Determining What Ancestry Traits Are Available

The GM will determine what Ancestries are available in the game. A fantasy game might have humans, dwarves, elves, etc. A sci-fi game might have grays, sentient anthropoids, or something else.

Players may have started with an Ancestry in mind, and built their character to that goal. Each Ancestry has access to certain Ancestry Traits which may be purchased in Step 6: Purchase Abilities & Ancestry Traits. The GM may allow a player to create their own ancestry, which gives the player access to any Ancestry Trait deemed appropriate by the GM.

Heroes & Hardships provided Ancestries can be found in Ancestries & Flaws.

STEP 5: DETERMINE LITERACY

Does your character come from a world where literacy is commonplace? Discuss this with your GM if you are unsure. In medieval settings, it is likely uncommon for most folks to read and write, but that might not be so in a High Fantasy setting. It just depends on your setting and game style.

If it is common to know how to read and write, take 1 Literate <Language> ability for free. Any additional languages must be purchased with Ability Points as normal.

STEP 6: PURCHASE ABILITIES & ANCESTRY TRAITS

Abilities help bring a character to life. Abilities can range from specific training or boons a character was born with. Ancestry Traits are specific abilities members of that Ancestry can do that many others cannot.

Both Abilities and Ancestry Traits may be purchased with Ability Points, although there are alternate methods to purchase Ancestry Traits.

Abilities can be found in Skills & Abilities and Ancestry Traits in Ancestries & Flaws.

OPTIONAL: ROLLED TRAITS

The GM may request random Ancestry Trait generation. If so, the player spends a number of Ability Points equal to the total Ancestry Trait ranks desired. The player then rolls on the Ancestry Trait table to see which Trait they receive. If the player rolls "Nothing" on the table, they lose Ability Points spent on that Trait rank for no reward. Players may also choose Flaw ranks instead of Ability Points.

GAINING ABILITY POINTS

To determine how many Ability Points you receive, follow these steps.

Physical

- Add your Physical Skill Ranks together. These are any Skills within Strength, Agility, Dexterity, and Endurance.
- You gain that many Ability Points to spend on Physical Abilities during character creation.

Mental

- Add your Mental Skill Ranks together. These are any Skills within Intelligence, Knowledge, Senses, and Willpower.
- You gain that many Ability Points to spend on Mental Abilities during character creation.

Social

- Add your Social Skill Ranks together. These are any Skills within Presence, Empathy, Communications, and Influence.
- You gain that many Ability Points to spend on Social Abilities during character creation.

Fate

- If using the Fate Attribute, you gain any Skill Ranks under Fate as Ability Points that may be used on any ability, regardless of its category.
- These points can be split among the three pools in any way desired. Fate Abilities can only be purchased with Fate Ability Points.

EXAMPLE

Jarrod totals all his Skill Ranks from STR, DEX, AGI, and END. The total is 9, meaning he has 9 Physical Ability Points to spend on Abilities.

SPENDING ABILITY POINTS

Ability costs are higher than that of Skill ranks. Abilities have a set cost that is listed with the Ability itself. Ability Points can be used to pay off the cost of Abilities in full or in part when combining different categories' Ability Points together.

Abilities are typically tied to one of the three Attribute categories. These are Physical, Mental, or Social. Abilities may also originate from either the General or the Fate Attribute categories. Ability Points used to purchase Abilities in the same category are worth 1 point against the cost of the Ability. General Abilities may be purchased with any Ability Point as if they belonged to the same category, and Fate Ability Points may purchase any Ability as if it originated from the same category.

Cross Category Ability Spends

However, any other Ability Point used to purchase an Ability outside its Attribute category is worth half its normal value. Players may not purchase Fate Abilities with Ability Points not originating from the Fate Attribute category.

Purchasing Rules

The character must meet any prerequisites listed in the Ability in order to purchase it. You must buy the Ability in full. You cannot partially purchase an Ability by paying part of the cost.

In character creation, you must spend as many Ability Points as possible. You may only have a remainder of 1 Ability Point.

Remainders

If an Ability Point is left over, convert that Ability Point as described below. These are immediately added to your XP total, but cannot be spent until after character creation.

- PL 1 = 5 XP
- PL 2 = 10 XP
- PL 3 = 15 XP

Remember, both Abilities and Ancestry Traits use Ability Points, so you will need to weigh purchasing both against your available Ability Point total.

EXAMPLE

Jarrod has 10 Physical Ability Points. He wants to purchase a Physical ability that costs 4 to purchase. He can spend 4 of his Physical Ability Points and buy it immediately. This leaves him with 6 points.

He chooses a Mental ability that costs 8. He can buy 3 points of this Mental Ability with the 6 remaining Physical Ability Points, which are only worth .5 points when purchasing non-Physical abilities. Jarrod would need to complete the purchase with other Ability Points from a different category.

STEP 7: DETERMINE BACKGROUND

Now that you know your Attribute scores, your Skill Ranks, and your starting Abilities, it is time to develop your background. The most important part of any role-playing game is the characters, and having a strong background that matches the setting and tone of the game you are playing is absolutely paramount.

The reason this step is listed after generating Attributes is to enable a player to match his background with his physical, mental, and social makeup. Few cowards become soldiers of fortune, and not many offish brutes become doctors. This step also includes such things as a description, personality, and other traits that make your character who they are.

STEP 8: GM ASSIGNS FLAWS

Flaws help round out a character and give them depth of character. Not all characters are white knights, and even if they were, flaws can present themselves in interesting ways.

Flaws are assigned by the GM, with input from players, but never chosen by the players themselves. The GM should take into consideration the character's background, Skills, Attributes, and Abilities. The Flaw is not meant to completely destroy what a character is good at, but instead to provide depth to a character's personality and background.

The GM should always assign 1 Flaw level automatically at character creation. If the player chose to take any Ancestry Trait levels in exchange for Flaw levels, assign those Flaw levels as well. The GM may combine all Flaw Levels received from multiple sources to apply more impactful Flaws to the character.

Flaws can be found in Ancestries & Flaws.

STEP 9: CHOOSE CAREER

Heroes & Hardships does not use classes, but players should list the character's Career within their background. The character's Career could consist of a couple words that define what they do. This description should be fairly generic and setting appropriate. Examples include: Cattle Rustler, Space Marine, Knight, Spy, Pilot, etc.

Career has one mechanical benefit in relation to the Career Skill. The Career Skill is a catch-all knowledge Skill related to a character's Career. This helps the GM and player determine when a player can use Career for knowledge they might possess while doing their job.

STEP 10: DETERMINE WEALTH & EQUIPMENT

Heroes & Hardships does not use actual currency when determining the value of an item, instead using Currency Points when needed. The GM may simply allow players to select gear that matches their character's background or may require players to determine how many Currency Points they begin with. The wealth of a character is typically based on their INF Attribute and their Status Skill.

Players must make a Status Skill Check. The result is the character's starting Currency Points. Use these Currency Points to select the character's gear.

STEP 11: PLAY HEROES & HARDSHIPS!

CHARACTER CREATION SUMMARY	
Step 1	**Choose an Attribute Generation Method**
Step 2	**Determine Skills**
Step 3	**Calculate Characteristics**
Step 4	**Choose Ancestry**
Step 5	**Determine Literacy**
Step 6	**Purchase Abilities & Ancestry Traits**
Step 7	**Determine Background**
Step 8	**GM Assigns Flaws**
Step 9	**Choose Career**
Step 10	**Determine Wealth & Equipment**

ADVANCEMENT

The GM is encouraged to reward characters for role-play and completing tasks. The GM should reward characters based on their Power Level. Power Level 1 characters should be granted anywhere from 5-15 experience points per session; Power Level 2 characters should get 10-20; and Power Level 3 characters 15-25. Ultimately, the rate of progression is up to the GM, and they can alter these rewards as they see fit.

The GM may require a character to show the learning of a Skill or Ability through roleplay. Another way of learning Skills and Abilities is to seek out a teacher between sessions if downtime presents itself. It is not recommended to spend experience points during a session, as doing so may break immersion in the story and take valuable time away from the adventure at the table.

ATTRIBUTES

An Attribute may be Advanced one time by a score of 1. This represents intense mental, physical and social development. Once an Attribute is advanced, the player must check the "Advanced" checkbox of the Attribute. An Attribute with the "Advanced" checkbox marked may never be Advanced again under any circumstance, unless the optional Unlimited Advancement rule is in use.

A player may Advance an Attribute score 1 greater than the max score allowed in character creation for the Power Level.

Attributes may be Increased for other reasons, such as things not considered in character creation (such as artifacts, magic, etc). This is not the same thing as being Advanced, as an Attribute may only be Advanced with Experience Points.

A GM should be careful allowing the Advancement of Attributes. GMs should reject requests for Advancement in Attributes that have not been used or trained.

When Advancing an Attribute, multiply the new Attribute score by 10. This is how many experience points required to Advance the Attribute.

FATE

Ordinarily, the Fate Attribute cannot be Advanced. Once a character burns through all their Fate, their lives hang in the balance and they must survive on their skill and determination.

OPTIONAL: FATE REFRESH

Fate may be burnt over time, which lowers the Attribute permanently. GMs may allow Fate to be refreshed to the starting Attribute score. This should be done infrequently, but allows for longer campaigns where Fate can continually be used as desired. The GM may require an XP cost of 10 x PL per point of Fate Score replenished.

OPTIONAL: FATE ADVANCEMENT

The GM may allow PCs to Advance their Fate Attribute as if any other Attribute.

OPTIONAL: UNLIMITED ADVANCEMENT

GMs may allow Attributes to be Advanced any number of times, instead of once. This allows characters to grow over time. Beware this may skew Difficulty lower. The GM should consider switching the game to a higher PL if the total number of Attribute points for each PC equal that of a character of the higher PL.

SKILLS

Skills can be Increased or Advanced to the score of the default governing Attribute. Skill Ranks can never exceed the governing Attribute for any reason. Advancing a Skill Rank requires the use of the Skill. A character cannot suddenly become trained in a Skill without training or use. GMs should reject requests for Advancement in Skills that have not been used or trained.

When Advancing a Skill, multiply the new Skill Rank by 4. This is the cost of the new Skill Rank. If Advancing multiple times on a given Skill, perform this process independently for each level. If a new Skill Rank would equal the governing Attribute, add an additional 4 to the cost of raising that Skill unless the new Skill's Rank is 1.

ABILITIES

Abilities may be bought with Experience Points. Although Abilities are typically considered innate to a character, they can be considered latent and brought about through the character's trials and tribulations. The GM should reject any request they believe is unthematic for the character. Typically, Ancestry Traits cannot be purchased after character creation.

Abilities may be bought with Experience Points for their base cost multiplied by five. Typically, new Ancestry Traits cannot be purchased after character creation. However, players may purchase additional ranks of an Ancestry Trait they already have. Each rank of Ancestry Trait has a base cost of 6, which has an Experience Point cost of 30. The GM has the final say if the purchasing of new Ancestry Traits is allowed.

ADVANCEMENT COSTS	
Attributes	New Attribute Score x 10
Skill Ranks	New Rank Total x 4
Abilities	Ability Cost x 5

CHARACTER CREATION EXAMPLE

This section is a full example of character creation. Use this to help guide you when creating your first *Heroes & Hardships* character.

STEP 1: CHOOSE ATTRIBUTE GENERATION METHOD

The GM will advise players which method to use. This example will both show the Pick Method and the Roll Method.

Jessica wants to play a courageous, and perhaps foolhardy warrior. This campaign is intended to have a sword and sorcery feel, so Jessica is prepared to lean into archetypes of that genre. Jessica names her character Maeve and is ready to go!

STEP 1A: DETERMINE POWER LEVEL

The GM tells his players that this will be a Power Level 1 game. Players will use PL 1 options when generating their characters.

STEP 1B: THE ROLL METHOD

Jessica chooses the PL 1 table and rolls 13 ten-sided dice. These dice do not explode, and Jessica simply makes the roll and matches the result to the table.

She rolls the dice and notates the results in order.

MAEVE'S ATTRIBUTE ROLLS & RESULTS	
Physical	**STR 3** *(Rolled 8)*, **AGI 3** *(Rolled 8)*, **DEX 1** *(Rolled 1)*, **END 3** *(Rolled 9)*
Mental	**INT 1** *(Rolled 2)*, **KNO 2** *(Rolled 5)*, **SEN 2** *(Rolled 6)*, **WILL 4** *(Rolled 10)*
Social	**PRE 2** *(Rolled 3)*, **EMP 1** *(Rolled 1)*, **COM 1** *(Rolled 1)*, **INF 3** *(Rolled 9)*
Fate	**Fate 1** (*Rolled 1*)

Attribute Flip & Free Attribute Point

Jessica performs the Attribute Flip. She swaps INF 3 and DEX 1. The new score is INF 1 and DEX 3.

Jessica now gets a free Attribute Point to assign. She adds 1 to END, bringing it up to 4.

MAEVE'S FINAL ATTRIBUTES (*ROLL*)	
Physical	**STR 3, AGI 3, DEX 3** *(Flipped With INF)*, **END 4** *(+1 Free Attribute Point)*
Mental	**INT 1, KNO 2, SEN 2, WILL 4**
Social	**PRE 2, EMP 1, COM 1, INF 1 (***Flipped with DEX***)**
Fate	**Fate 1**

STEP 1C: THE PICK METHOD

The GM has requested his players use the Pick Method of Attribute Generation. This allows all characters to be well balanced with each other.

The GM tells the players that they will be using the Fate Attribute, therefore, each player receives 30 Attribute Points to distribute between their Attributes. The players follow the PL 1 attribute generation table.

Assigning Attributes

She must first assign a 1 to each of her Attribute except Fate. She chooses to place 1 in Fate anyway, knowing it can be used for Magical Defense and to get out of a jam. This spends 13 of her 30 Attribute Points.

Maeve is tough. Jessica envisions a difficult childhood and decides to give Maeve a 4 in END, spending 3 more of her Ability Points. She now has 14 remaining. Jessica increases STR, DEX, and AGI to 3 each, this spends 2 Ability Points each. This spends another 6 total, bringing her total Ability Points to 8. Jessica is definitely leaning into a physical character.

The next thing Jessica raises is WILL. Maeve is brave to a fault, and she takes WILL up to 4. She cannot raise another Attribute to 4, as both WILL and END are both as high as they can be. This spends 3 of her 6 remaining Ability Points. She now increases SEN to 2, KNO to 2, and PRE to 2. This costs 1 Ability Point each, and expends the rest of her points. She now can move on to the next step.

MAEVE'S FINAL ATTRIBUTES (*PICK*)	
Physical	**STR 3, AGI 3, DEX 3, END 4**
Mental	**INT 1, KNO 2, SEN 2, WILL 4**
Social	**PRE 2, EMP 1, COM 1, INF 1**
Fate	**Fate 1**

STEP 2: DETERMINE SKILLS

It is now time to determine how many Skill Points Jessica can use to buy ranks in different Skills. She needs to add up the total of each Attribute category and Fate.

STR, AGI, DEX, and END equals 13. INT, KNO, SEN, and WILL is 9, and PRE, EMP, COM, and INF is 5. Fate is 1. The total of each group is the number of Skill Points in each category Jessica has.

MAEVE'S SKILL POINT POOL	
Physical	**STR 3 + AGI 3 + DEX 3 + END 4 = 13**
Mental	**INT 1 + KNO 2 + SEN 2 + WILL 4 = 9**
Social	**PRE 2 + EMP 1 + COM 1 + INF 1 = 5**
Fate	**Fate 1 = 1**

Physical Skills

Jessica knows she wants to have a high Wound Level, and so puts 3 Skill Points into Resilience. She would have raised it to rank 4, but that would have cost 5 Skill Points because it would have equaled her END score. 3 will have to do for now. Maeve will use an axe, and so Jessica buys 2 ranks of Axes for 2 Skill Points. She has 8 Physical Skill Points remaining. Jessica wants to mitigate some attacks coming her way, so she buys 2 ranks of Shields as well. This costs another 2 Skill Points. Jessica decides to spread the remaining 6 around. She buys 2 ranks of Stamina, 2 ranks of Dodge, and 2 ranks of Athletics.

Mental Skills

Jessica has far fewer Mental Skill Points, but she knows exactly what she is spending them on. She buys 4 ranks of Courage, which equals her WILL score. This costs 5 Skill Points because the rank of the Skill matches the Attribute Score. She does the same with Reaction, spending 3 Skill Points to buy 2 ranks. The final Mental Skill Point is spent on 1 rank of Perception.

Social Skills

In the Social group Jessica only has 5 Skill Points. She maxes Intimidate at 2, spending 3 of those Skill Points. With 2 left, she ignores the rest of Social and spends 2 Social Skill Points to get 1 rank of Stealth under Agility. She spends double because she makes the purchase with a Skill Point originating outside the Attribute group where she received it.

Fate Skills

She has 1 Fate Skill Point but has no need for Focus as Maeve is not a magic user. She spends the Fate Skill Point on another rank of Stealth. She does not need to pay double because the Skill Point originates from Fate. Fate has special rules and only costs 1 regardless of where it is spent, so long as the rank does not equal the governing Attribute. This costs double as usual.

Jessica is now finished with Maeve's Skills!

MAEVE'S SKILL RANKS & COST	
Physical	**Athletics 2** *(2 Physical)*, **Axes 2** *(2 Physical)*, **Dodge 2** *(2 Physical)*, **Stealth 2** *(1 Fate, 2 Social)*, **Shields 2** *(2 Physical)*, **Resilience 3** *(3 Physical)*, **Stamina 2** *(2 Physical)*
Mental	**Perception 1** *(1 Mental)*, **Reaction 2** *(3 Mental)*, **Courage 4** *(5 Mental)*
Social	**Intimidate 2** *(3 Social)*
Fate	**None**

STEP 3: CALCULATE CHARACTERISTICS

Now that all Maeve's Attributes and Skills are set, Jessica can calculate all her characteristics. She looks at the various characteristics and makes the necessary calculations.

MAEVE'S GENERAL CHARACTERISTICS	
Size	**1**
Speed	**1**
Wound Threshold	**2**

MAEVE'S DEFENSES	
Base Defense	**(AGI 3 + SEN 2 + Dodge 2) x 2 = 14**
Magical Defense	**(WILL 4 + Fate 1 + Focus 0) x 2 = 10**
Mental Defense	**(EMP 1 + WILL 4 + Courage 4) x 2 = 18**

Maeve's Physical Characteristics

Wound Level	**4 + STR 3 + END 4 + WILL 4 + Resilience 3 + PL 1 = 19**
Injury Level	**WL 19 / 2 = 9**
Mortality Threshold	**WL 19 x 2 = 38**

Maeve's Mental Characteristics

Terror Level	**4 + WILL 4 + EMP 1 + PRE 2 + Courage 4 + PL 1 = 16**
Fear Level	**TL 16 / 2 = 8**
Insanity Threshold	**TL 16 x 2 = 32**

Step 4: Choose Ancestry

The campaign Jessica will be playing only allows Humans. She selects the Human Ancestry and will pick from the Human Ancestry Traits.

Step 5: Determine Literacy

Jessica asks her GM if literacy is common in the campaign world. He tells her it is not, and Maeve is illiterate unless she takes the Ability. Jessica decides that Maeve is illiterate like most everyone else.

Step 6: Purchase Abilities & Ancestry Traits

Jessica must now determine how many Ability Points she has. She does that by adding up all the ranks in each Attribute group.

She has 15 in Physical, 7 in Mental, 2 in Social, and 0 in Fate.

Maeve's Ability Point Pool

Physical	**Athletics 2 + Axes 2 + Dodge 2 + Stealth 2 + Shields 2 + Resilience 3 + Stamina 2 = 15**
Mental	**Perception 1 + Reaction 2 + Courage 4 = 7**
Social	**Intimidate 2 = 2**
Fate	**Fate 0 = 0**

Ancestry Traits

Jessica now must determine what to buy from either Ancestry Traits or Abilities. She knows each rank of Ancestry Trait costs 6 Ability Points, and Ability costs are based on the Ability itself. Jessica refers to the Human Ancestry in the *Heroes & Hardships Core Rulebook* and selects Rank 1 of Big. This is perfect for her character concept. She increases her Size by 1. This costs 6 Ability Points, but she can subtract it from any Attribute group. She subtracts 2 from Social, and 4 from Physical. That spends all her Social Ability Points and leaves her with 11 left in Physical. That is all Jessica wants to take from her Ancestry so she moves to Abilities.

Abilities

Grit I increases Maeve's WL by 2, so she takes that ability for 6 Physical Ability Points. That leaves her with 5 Physical and 7 Mental. She also takes Unbreakable I which increase her TL by 2. That costs 6 mental Ability Points. She is now at 5 Physical and 1 Mental.

Jessica goes back through Physical Abilities and selects Hard to Hit I, which costs 4. This leaves her at only 1 Mental Ability Point and 1 Physical Ability Point. There is nothing that costs 1 Ability Point, but she can buy Skilled I which costs 2 General Ability Points. She does so, getting Skilled I (Courage) by combining the Mental and Physical Ability Point.

GM's Flaw

The GM asks if Jessica would like him to assign her another flaw, or multiple, in exchange for an extra rank of Ancestry Trait. She declines, knowing this world Maeve will embark upon will be perilous enough already.

Maeve's Starting Abilities & Ancestry Traits

Ancestry Traits	**Big I** *(2 Social, 4 Physical)*
Physical	**Grit I** *(6 Physical)*, **Hard to Hit I** *(4 Physical)*
Mental	**Unbreakable** *(6 Mental)*
Social	**None**
General	**Skilled I (Courage)** *(1 Physical, 1 Mental)*

Step 7: Background

Jessica is now prompted to think about her background in depth. To what extent is up to the preference of the GM and players, but she should have some idea who her character is and why they will be a focus of this campaign.

Step 8: Flaws

Each character gets at least 1 Flaw, regardless of whether the player took extra flaws during character creation. The GM knows that the players will be traveling to foreign lands and gives Maeve Cultural Naiveté, which seems appropriate. He asks what Jessica thinks about this flaw, and she agrees, thinking it makes sense for her character.

Step 9: Career

Jessica now chooses a descriptor for what Maeve does for a living. She chooses Barbarian as her Career.

Step 10: Wealth & Equipment

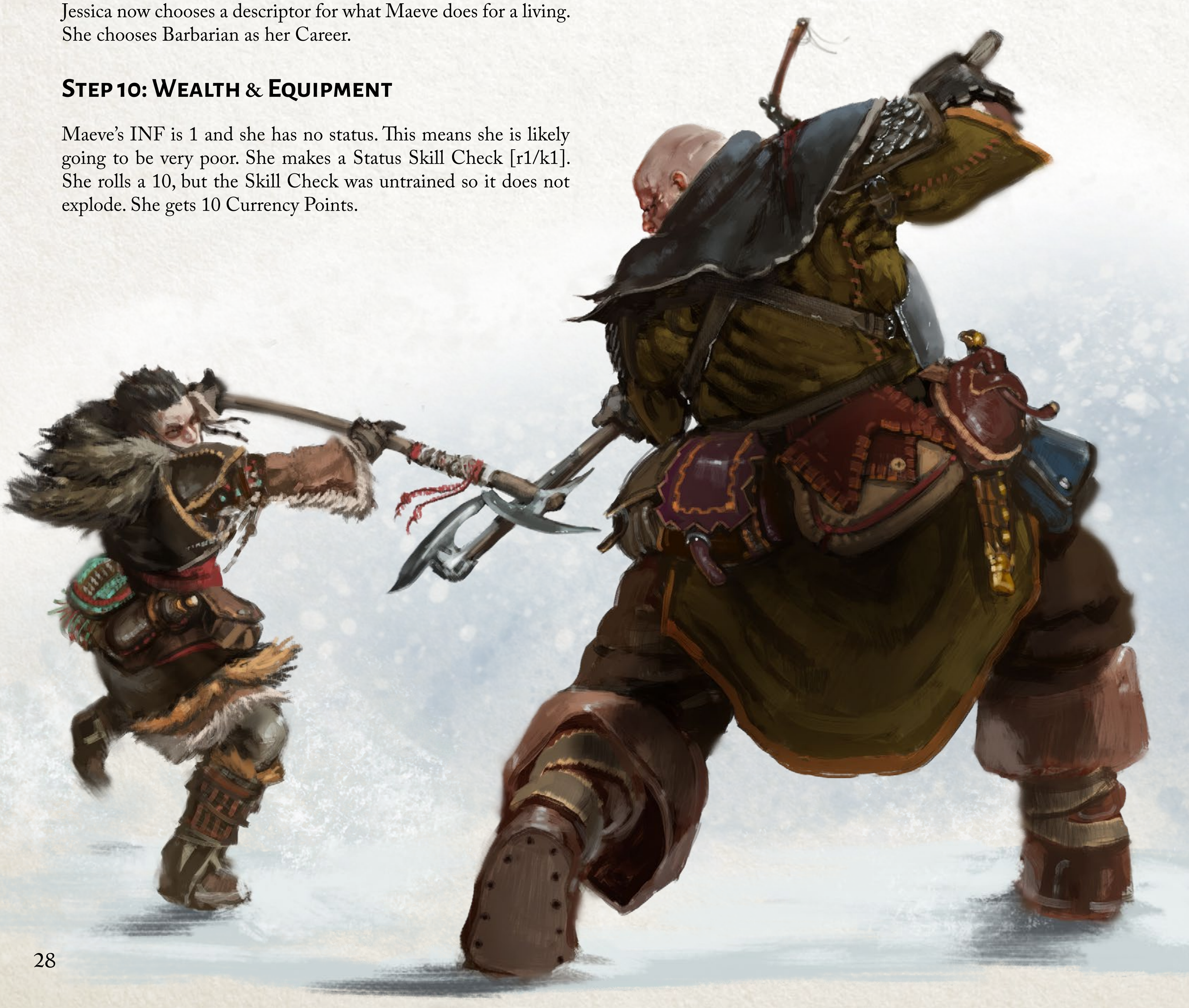
Maeve's INF is 1 and she has no status. This means she is likely going to be very poor. She makes a Status Skill Check [r1/k1]. She rolls a 10, but the Skill Check was untrained so it does not explode. She gets 10 Currency Points.

She purchases a Battle Axe for 3 and a Round Shield for 2. Jessica really wants to buy a full kit of Leather Armor, but it would cost 12 CP. She purchases a piece for the Head and Torso, costing 4 of her remaining 5 CP. She keeps the 1 CP for later use.

Step 11: Play Heroes & Hardships

Later that evening Maeve experiences wonders, fights horrible monsters, suffers terrible wounds, encounters unique challenges, and finally saves the day. At least until next time, when she does it all over again...

Below, Maeve faces down a giant who has wronged her. Locked in a terrible struggle, she must use guile and skill to survive.



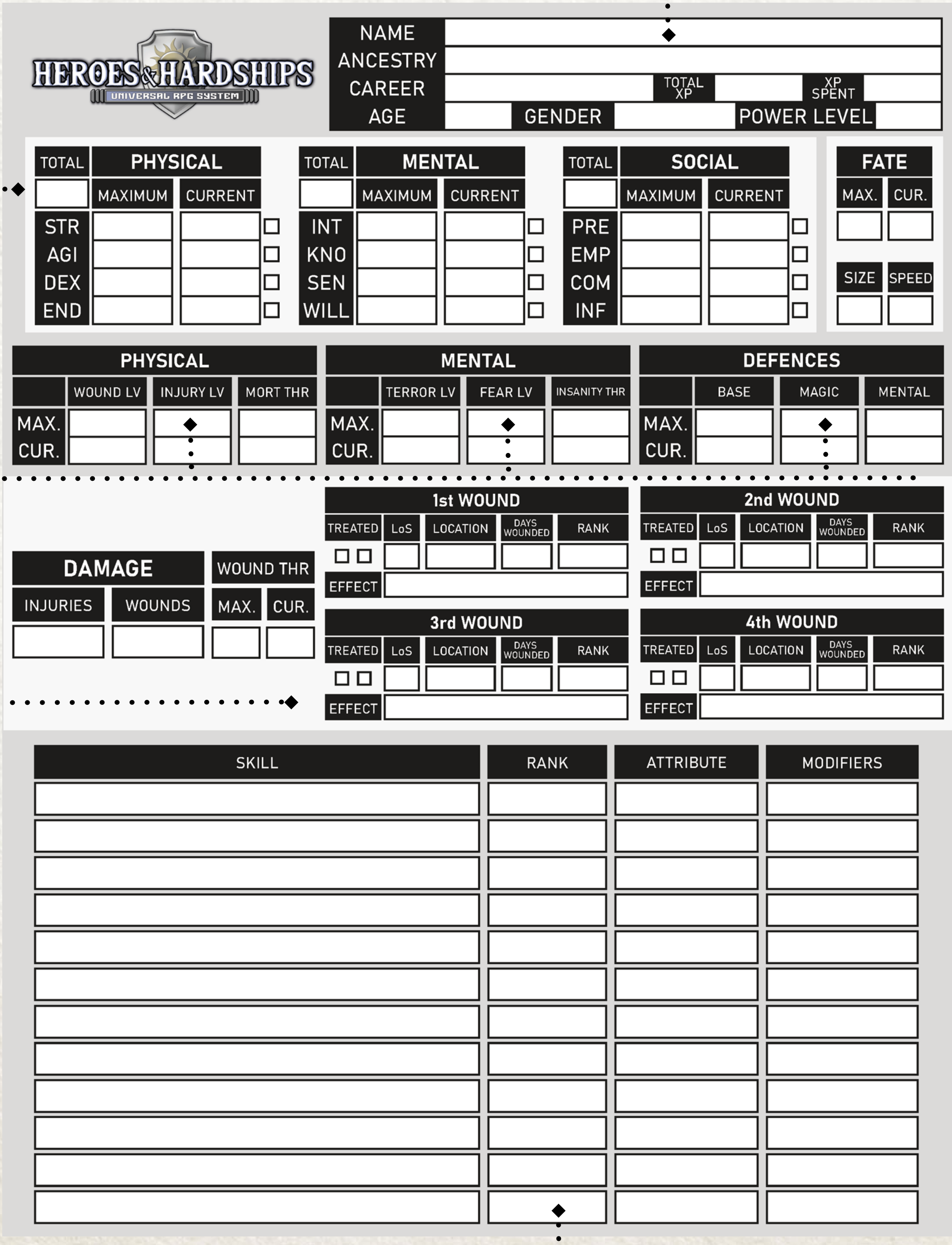
CHARACTER SHEET EXPLAINED (PAGE 1)

ATTRIBUTES

This is where your Attributes and their scores are listed. There is a Maximum and Current field. The checkboxes signify if the Attribute has been Improved. The total of each Attribute Category can be tracked here as well.

PERSONAL DETAILS

This is where you fill in your character's personal details. Name, Ancestry, Career, age, gender, and the game's Power Level. You also track your XP here.



HEROES & HARDSHIPS
UNIVERSAL RPG SYSTEM

NAME					
ANCESTRY					
CAREER		TOTAL XP		XP SPENT	
AGE		GENDER		POWER LEVEL	

TOTAL	PHYSICAL			TOTAL	MENTAL			TOTAL	SOCIAL		
	MAXIMUM	CURRENT			MAXIMUM	CURRENT			MAXIMUM	CURRENT	
STR			☐	INT			☐	PRE			☐
AGI			☐	KNO			☐	EMP			☐
DEX			☐	SEN			☐	COM			☐
END			☐	WILL			☐	INF			☐

FATE	
MAX.	CUR.
SIZE	SPEED

PHYSICAL				MENTAL				DEFENCES			
	WOUND LV	INJURY LV	MORT THR		TERROR LV	FEAR LV	INSANITY THR		BASE	MAGIC	MENTAL
MAX.				MAX.				MAX.			
CUR.				CUR.				CUR.			

DAMAGE		WOUND THR	
INJURIES	WOUNDS	MAX.	CUR.

1st WOUND				
TREATED	LoS	LOCATION	DAYS WOUNDED	RANK
☐ ☐				
EFFECT				

2nd WOUND				
TREATED	LoS	LOCATION	DAYS WOUNDED	RANK
☐ ☐				
EFFECT				

3rd WOUND				
TREATED	LoS	LOCATION	DAYS WOUNDED	RANK
☐ ☐				
EFFECT				

4th WOUND				
TREATED	LoS	LOCATION	DAYS WOUNDED	RANK
☐ ☐				
EFFECT				

SKILL	RANK	ATTRIBUTE	MODIFIERS

CHARACTERISTICS

This is where you input your calculated Characteristics. There is a Maximum and Current field. Size and Speed are slightly above the rest of the Characteristics.

DAMAGE & WOUNDS

This is where Injuries, Wound Hardships, and Wounds are tracked. Wounds included their Levels of Success, Location, Days Wounded, Rank, and their Effect. Each time the Wound is Treated, check the Treated checkbox.

SKILLS

Here is where Skills that you have Ranks in are listed. This includes the Rank, their governing Attribute, and any common Pre-Roll Modifiers.

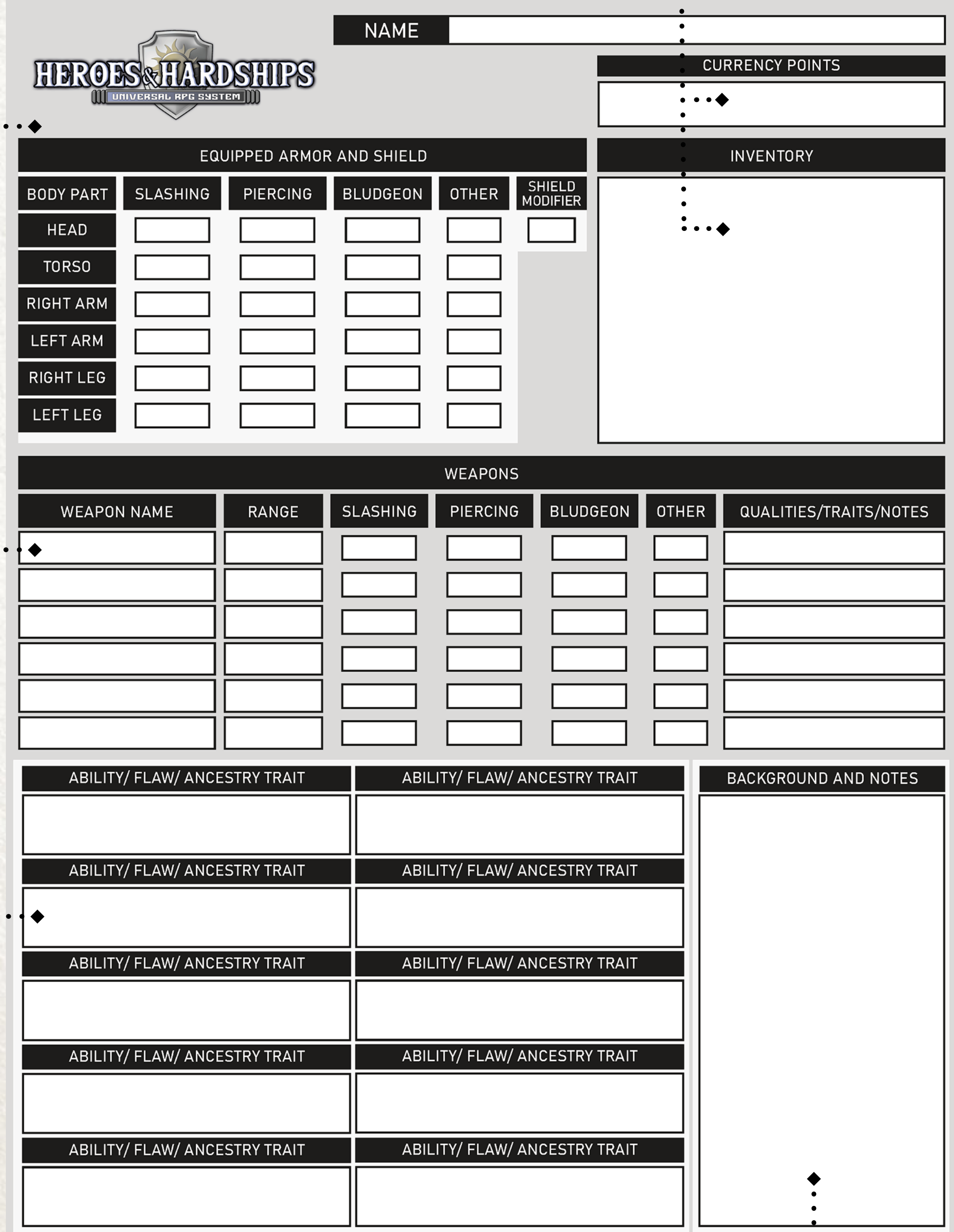
CHARACTER SHEET EXPLAINED (PAGE 2)

POSSESSIONS

The character's current possessions are listed here. These include Currency Points and anything in their Inventory.

ARMOR & SHIELD

This section lists the Armor Reduction for each of the character's Hit Locations. It also lists the character's current Shield Modifier, if any exists.



NAME

CURRENCY POINTS

INVENTORY

EQUIPPED ARMOR AND SHIELD

BODY PART	SLASHING	PIERCING	BLUDGEON	OTHER	SHIELD MODIFIER
HEAD					
TORSO					
RIGHT ARM					
LEFT ARM					
RIGHT LEG					
LEFT LEG					

WEAPONS

WEAPON NAME	RANGE	SLASHING	PIERCING	BLUDGEON	OTHER	QUALITIES/TRAITS/NOTES

ABILITY/ FLAW/ ANCESTRY TRAIT

ABILITY/ FLAW/ ANCESTRY TRAIT

ABILITY/ FLAW/ ANCESTRY TRAIT

ABILITY/ FLAW/ ANCESTRY TRAIT

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ABILITY/ FLAW/ ANCESTRY TRAIT

ABILITY/ FLAW/ ANCESTRY TRAIT

BACKGROUND AND NOTES

WEAPONS

Any weapons you have are listed here with all their relevant details, such as Range, their Aspect Damage, and their Qualities/Traits/Notes.

ABILITIES & ANCESTRY TRAITS

Your Abilities, Flaws, and Ancestry Traits are listed in this section.

PAGE 3: MAGIC & POWERS

There is a third page, but it is only for listing Magic & Powers. It will be detailed in Magic.

BACKGROUND & NOTES

Any background information or notes for your character can be written here.

SKILLS & ABILITIES

Two of the most important components of a character are Skills and Abilities. Skills allow a character to attempt a task, while Abilities give a character special enhancements in certain situations.

SKILLS

Skills are a combination of trained activities and natural predispositions for proficiency. It is up to the GM and player to decide how the character became proficient in these areas.

Skills are listed with their governing Attribute. Skills must always use this Attribute when calculating a dice pool unless they obtain an Ability that changes the governing Attribute to a different Attribute than normal. The proficiency in a Skill is called a Rank, which is represented by a number.

STRENGTH SKILLS

ATHLETICS

You are trained in various physical endeavors such as running, jumping, climbing, swimming, etc. Many Skill Checks requiring some sort of physical action not specifically described in other Skills will fall within Athletics. If an action requires fine motor control, then consider using Acrobatics instead.

EXAMPLE

Freya must scale a glacier using pitons and crampons. The GM determines Freya should make an Athletics Skill Check.

AXES

You are trained in the use of axes. All axes fall under this designation. When throwing an axe, use the Thrown Skill instead.

BLUDGEONS

You are trained in the use of bludgeoning weapons. This includes hammers, clubs, maces, mauls, and similar weapons.

HAND TO HAND

You are trained in fighting without weapons. Brawling, martial arts, and improvised weapons each fall under this Skill.

POLEARMS

You are trained in the use of polearms. Polearms are almost always two-handed, and include staves, halberds, glaives, etc. Many polearms are reach weapons.

AGILITY SKILLS

ACROBATICS

You are trained in moving your body in such ways that require a high level of body control. This Skill could be used for various physical activities, and should be used when such activities benefit from being more agile than strong.

EXAMPLE

Freya has reached a narrow ledge. She must balance on the slippery ice and shuffle along the cliff face to a small cave inside the glacier. The GM requires an Acrobatics Skill Check.

DODGE

You are trained to dodge attacks. Dodging may also be used outside of combat when evading an object is required.

DRIVE

You are trained in driving or piloting vehicles. These may include cars, carriages, tanks, boats, space ships, and airplanes.

EXAMPLE

Leading a wagon drawn by oxen proves deadly as a snow drift gives way along the side of a cliff. Freya must act quickly and make a Drive Skill Check or tip the wagon.

EXOTIC WEAPONRY

You have trained in weapons that are not common and work very differently than any others. This could include whips, blowguns, nets, etc. This is typically used as a catch-all for weapons not represented by another Skill.

RIDE

You are skilled at riding a mount. This Skill covers all types of mounts from horses to dinosaurs.

STEALTH

You are skilled in moving silently and without being seen. Sneaking, staying in the shadows, and watching your surroundings in order not to give yourself away is encompassed with this Skill.

DEXTERITY SKILLS

BOWS

You are trained in the use of bows. This includes the firing of any manual stringed weapon, such as longbows and shortbows. For mechanically fired stringed weapons, use the Crossbows Skill.

CROSSBOWS

You are skilled in the use of mechanically fired stringed weapons. For large mechanical weapons similar to crossbows, use Heavy Weapons instead.

GUNS

You are skilled in the use of guns. This Skill includes most types of personal guns such as pistols, rifles, shotguns, machine guns, etc. Not included in this Skill are very large projectile weapons, such as mounted machine guns, bazookas, etc.

HEAVY WEAPONS

You are skilled in the use of large ranged weapons such as bazookas, rocket launchers, mounted machine guns, scorpions, catapults, etc.

SHIELDS

You are trained in using shields. This Skill includes any size or type of blocking tool, including medieval, modern, and futuristic versions.

SHORT BLADES

You are trained at using short, primarily stabbing weapons. They may include daggers, knives, stilettos and some short swords.

SPEARS

You are trained in spears used in melee. For spears that are used at range, use the Thrown Skill.

SWORDS

You are trained in the use of swords. These are versatile weapons that can be edged, pointed, or both. Swords can use a single or double grip in this category.

THIEVERY

You can pick pockets and perform sleight of hand. This Skill allows lockpicking, disarming security systems, and other setting dependent activities.

EXAMPLE

James tails his mark into a crowded square. The spy bumps into the man and attempts to lift his target's wallet from his jacket pocket. He makes a Thievery Skill Check.

THROWN

You are trained in weapons that are thrown, such as knives, axes, javelins, slings, grenades, etc.

Endurance Skills

Recovery

You recover from wounds and other ailments quickly. Your body is more apt to heal from physical trauma through natural healing.

Example

James rests fitfully in an abandoned cabin in the countryside with his side bandaged haphazardly and without care. A Healing Period has passed without medical aid; a Recovery Skill Check is made to determine the status of James' wound.

Resilience

You are gifted in resisting physical injury. You shake off blows that would badly hurt or even kill others.

Example

Katsuyori is wounded badly. He makes a Death Roll which uses the Resilience Skill.

Stamina

You can continue physical tasks without tiring. Arduous activity does not impact you the same way it does others. You can work long hours, prolong forced marches, or run long distances.

Example

Katsuyori faces a forced march across Japan to join a battle against a rival clan. The GM declares a Stamina Skill Check is required after such an arduous journey.

Intelligence Skills

Arcana

Arcana is the study of magic through educational means. This Skill requires no innate control of magic, but instead only provides skill through means of research and years of study.

When using Arcana to cast spells the caster suffers 1 Hardship.

Those that use the Arcana Skill are sometimes called Arcanists.

Example

Draven is a wizard who has studied at a magical school all his life. He has no natural gifts for magic so he uses the Arcana Skill. He knows the spell Teleport and so makes an Arcana Skill Check with 1 Hardship.

Hacking

This allows you to use computer and engineering techniques to breach various security systems, as well as creating computer programs.

Example

Tammy wants to break into a computer system she does not have permissions to access. In order to do so, she makes a Hacking Skill Check. If she is successful, she breaches the firewall and accesses the system.

Healing

The ability to treat physical wounds and ailments. This includes the diagnosis of disease and other sicknesses. This Skill is the prime method of tending to wounds suffered in combat. Healing does not aid in the treatment of mental wounds. Use the Rhetoric Skill instead.

Investigation

You are skilled at solving mysteries and using logic to answer questions. This can be used for actively searching for and understanding clues, correlations, and scientific evidence.

Example

Silas opens an old tome with strange writing. Luckily, he has a cipher for the book, and begins to try to translate the words. He makes an Investigation Skill Check to do so.

Sciences

The study of science appropriate to your setting. This is a broad Skill that may have many different specialties. If a Skill Check is required for intense study in a specific field, you may use Career instead.

Example

Finding a book with advanced calculus, Silas knows he has to solve the equation to solve the riddle. He makes a Science Skill Check to determine if he can solve the math problem.

Survival

The ability to live off the land, make navigational decisions, etc. This Skill is setting specific, as something possible in one setting may not be in another.

WARFARE

Warfare is the Skill used by commanders of troops in battle. It can be used for using tactics to gain the upper hand in skirmishes as well as in mass combat situations.

EXAMPLE

Sarge Johnson is looking for the upper hand for his troops. He wants to see what the best way is to flank his enemy, and makes a Warfare Skill Check. If he succeeds, the GM gives him valuable information on how to best approach the upcoming situation.

KNOWLEDGE SKILLS

CAREER

The ability to perform a specific job's duties. This is a general catch all Skill for such knowledge, and is based entirely on the Career selected for the character during the background step of character creation.

EXAMPLE

Silas' chose a Career as a historian at character creation. As a historian, he can use the Career Skill as a catch-all. He must look up information on an Egyptian Pharaoh, and uses a Career Skill Check to do so.

CRAFT

The ability to craft and repair objects such as bombs, elixirs, houses, armor, woodworks, and automobiles.

EXAMPLE

Ingrid is a boat-wright and shield maiden. She must make emergency repairs to her longboat, or sink into the depths of the frigid ocean. The GM asks for a Craft Skill Check to make necessary repairs.

LORE

You have general knowledge based on the setting. This knowledge can be historical, cultural, societal, etc.

SYSOPS

You are trained with the use of pre-programmed computers and applications. This includes mundane tasks, and also highly complex systems. However, it does not typically encompass creating new computer programs or system hacking and intrusion.

EXAMPLE

Steve is a data security engineer. The GM requires Steve to make a Sysops Skill Check in order to detect an intrusion into his network.

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SENSES SKILLS

PERCEPTION

You are skilled in perceiving your surroundings with keen eyes and sharp ears. This Skill may also be used by tasting, touching, or smelling if the circumstances call for it.

PSYCHE

You can cast or activate spells and powers from both the schools of Divination and Mentalism. This allows you to cast any spell or power you know from these schools.

Those that use the Psyche Skill are sometimes called Mentalists.

REACTION

You are quick to act when danger presents itself. This Skill is used in combat when determining initiative. It can be used outside of combat when split-second responsiveness is required.

WILLPOWER SKILLS

COURAGE

You overcome fear better than most. This Skill allows a character to persevere against intimidation, horror, and the bizarre.

EXAMPLE

The boat-wright Ingrid faces a strange creature as she tries to swim ashore. Its ghastly image requires a Courage Skill Check against a Rank 3 Hazard. She must succeed on her Courage Skill Check or possibly take a Mental Terror or Fear.

FORTITUDE

You overcome the corruption of your character better than most. Characters with this Skill can prevent external forces from corrupting their mind, soul, and actions.

EXAMPLE

Katsuyori has a duty to perform for his Daimyo. However, a strange woman has requested his aid using a Seduce Skill Check. The samurai rolls a Fortitude Skill Check to stay on task and prevail over his desires.

HARNESS

You can cast or activate spells and powers from both the schools of Force and Cosmos. This allows you to cast any spell or power you know from these schools.

Those that use the Harness Skill are sometimes called Sorcerers.

LEADERSHIP

Through force of will, you compel people to follow your lead. This Skill allows characters to rally others, give clear directions, and inspire others.

EXAMPLE

Colonel Sink gives a rousing speech to his men. The GM requires a Leadership Skill Check in order to rally his troops after suffering a defeat in battle.

PRESENCE SKILLS

ACTING

You are trained in presenting yourself as someone or something you are not. Disguise and theatrics fall under this Skill.

EXAMPLE

Garret Winthrope is a spy. He presents himself at a dinner party as someone else. To avoid suspicion, he makes an Acting Skill Check.

INTIMIDATION

You are able to use physical and verbal clues to bully others into submission. This may include overt threats of violence or subtle hints at the same.

PERFORM

You are skilled at the performing arts. This includes singing, playing an instrument, dancing, making art, or any similar discipline.

EXAMPLE

Garret is working deep undercover, disguised as a singer. He must prove himself as he’s asked to sing one of his famous songs. The GM requires Garret to make a Perform Skill Check.

Seduce

You are skilled at seducing others that are attracted to your gender. This can be any sort of flirtatious behavior regardless of how forward or subtle it is.

Shape

You can cast or activate spells and powers from both the schools of Alacrity and Metamorphosis. This allows you to cast any spell or power you know from these schools.

Those that use the Shape Skill are sometimes called Shapers.

Empathy Skills

Animal Handling

You know how to train and care for animals. This Skill also includes the understanding of animals' behaviors and predispositions. This does not include riding animals.

Example

Ludra's battle cat has birthed a litter of cubs. These cubs are important to the survival of her tribe, as battle cats help keep them safe. Ludra attempts to care for the cubs as well as the mother by making an Animal Handling Skill Check.

Essence

You can cast or activate spells and powers from both the schools of Nature and Soul. This allows you to cast any spell or power you know from these schools.

Those that use the Essence Skill are sometimes called Spiritualists.

Read Person

You are able to read a person to understand their motivations, truthfulness, and desires.

Example

Henry is a police officer questioning a suspect. He makes a Read Person Skill Check to determine the truthfulness of the suspect.

Streetwise

You are able to learn about local rumors and information. This Skill also lets a character know certain facts without performing a full investigation.

Example

Henry is bellied up to the bar at a local dive. He sips his whiskey as he listens to others talk about a former bartender that has gone missing. By listening carefully, he learns where the man used to frequent after work.

Communication Skills

Deception

You are able to deceive people with your words and actions. The tricks liars use to convince others fall under this Skill.

Persuasion

You are able to persuade people with your words and actions. This Skill can be used when attempting to convince another person of something so long as deceit is not involved.

Rhetoric

You are skilled at giving speeches to large groups of people at once. You also can help others heal Mental Wounds through psychology.

Example

Queen Elizabeth addresses her court and makes a speech concerning her cousin, Mary, Queen of Scots. She asks her court to back her claim to England against Mary.

Influence Skills

Etiquette

You know the local customs and how to act in proper company. This Skill could include courtly behaviors, or even how to behave inside certain other social groups like gangs.

Example

Queen Elizabeth is greeted by the King of Denmark. Elizabeth attempts to recall the correct way to greet the man by making an Etiquette Skill Check.

Expanding Skills (Custom Skills)

GMs may find some Skills not specific enough for their game. In these cases, the GM is free to break down a certain Skill and expand it. When done, these Skills act like any other within the Attribute chosen by the GM. Typically, new Skills should use the Attribute of the original skill, but the GM may decide the new Skill is best governed by a different Attribute.

GMs should be sure to inform players of these new Skills and their governing Attributes before characters are created.

It is not recommended to replace Skills used to derive Characteristics, such as Dodge, Courage, Resilience, etc. GMs could create expanded Skills, but replacing the original will cause more problems than it is worth.

Example

The GM wishes to expand on the Drive Skill, as their campaign is heavily focused on different types of vehicles. Therefore, they expand the Drive Skill, replacing and expanding the original into the following: Groundcraft, Aircraft, Watercraft and Spacecraft. Another GM may expand differently, using Starfighters, Capital Ships, Freighters, etc.

Status

Your status in your society can be used as a catch all Skill for wealth, authority, and social standing. This Skill can include comparing these traits with others when required.

Example

The Queen of England and King of Denmark disagree over trade rights shared between their countries. Elizabeth makes a Status Skill Check to determine who has greater authority over this shared resource.

Stewardship

Running large organizations, through the day-to-day tasks, fall under Stewardship. This could include corporations, castles, governments, etc.

Example

Toby is playing Lord Duncan MacGregor, the ruler of a fief that includes a castle, several towns, and many farms. The GM wishes to know how well managed this plot of land is, and asks Toby to make a Stewardship Skill Check to find out.

Fate Skills

Focus

Focus is a character's ability to control magical power that flows through their body. Whenever a spell or power surges, the caster makes a Focus Skill Check to keep the spell or power in check.

Example

Finic casts a spell and Surges. The number of dice that explode is greater than his Focus Skill Rank. He must make a Focus Skill Check in order to contain the Surge, or he will be forced to roll on the Surge table and suffer the dangerous outcome.

Abilities

Abilities are special techniques, training, and aptitudes that any character may possess. Abilities are split into five groups that mimic Attributes in most cases. There are Physical Abilities, Mental Abilities, Social Abilities, General Abilities, and Fate Abilities.

Each Ability has an Ability Point cost. That cost is used in Character Creation. The Ability Point cost is multiplied by 5 to determine how many XP an Ability requires to purchase after character creation (Advancement). The Ability Point cost is listed in brackets after the name of the Ability.

Some Abilities have prerequisites. Those Abilities cannot be purchased unless the prerequisite is met. Abilities may have special notes that are important to those Abilities.

Abilities with multiple ranks stack unless stated otherwise.

Physical Abilities

Ace [4]

Prerequisite: None

Notes: This Ability may be taken multiple times for vehicles of different Sizes.

Choose a Size of vehicle. You gain a Level-1 Bonus Set on all Drive Skill Checks with vehicles of that Size.

Aggressive [4]

Prerequisite: None

After successfully striking with a Reckless Attack, add your Strength score + PL as an additional Post-Roll Modifier for damage.

You take an additional -3 Pre-Roll Modifier to all Defensive Actions imposed by Reckless Attack, and an additional -1 to Base Defense.

Alternative Thrower [4]

Prerequisite: None

Notes: Choose Agility or Dexterity.

When calculating the Range of a thrown weapon, you may base it off your DEX or AGI instead of STR.

Ambidextrous [6]

Prerequisite: None

While performing the Two-Weapon Attack action, suffer 1 less Hardship than normal. The Off-Handed Attack action suffers no penalty.

Be Water [6]

Prerequisite: None

Your Hand-to-Hand Skill is governed by the Agility Attribute instead of Strength.

Berserker [10]

Prerequisite: Stamina Rank 1+

You may make a Hard Stamina Skill Check as a Free Action, ignoring all Injuries or Wound Hardships while making the Skill Check. If successful, ignore all Injuries for a number of AP equal to the Skill Check's Levels of Success (Minimum of 1). After moving on the Combat Track for that amount of AP, you must take the Delay Action for 5 AP as you rest. If you fail the Stamina Skill Check, you must take the Delay Action for 2 AP instead.

Brawn Before Skill [8]

Prerequisite: None

Notes: This ability may be taken multiple times for different Skills. Choose one of the following Skills: Shields, Small Blades, Spears, Swords, or Thrown.

Choose an allowed Skill. When you make a Skill Check with this Skill, use Strength instead of Dexterity as the governing Attribute.

Controlled [4]

Prerequisite: None

Notes: This may be taken multiple times for different weapons with the Unwieldy quality. You may only take this Ability once per weapon.

When you use Weapons with the Unwieldy quality, reduce their Unwieldy rating by 1 for Offensive Actions, to a minimum of 0.

Defensive [6]

Prerequisite: None

Whenever you use the Full Defense Action, you add half your Base Defense as a Pre-Roll Modifier.

You also gain a Level-1 Bonus Set to any other Defensive Action other than Full Defense.

Dogfighter [8]

Prerequisite: Drive 1+

When piloting a vehicle, you may use the Evade Action against ranged attacks.

Duelist [6]

Prerequisite: None

Whenever you use a weapon with the Defensive Quality, add 1 to the Defensive Quality rank. When attacking someone using a Defensive Action with a weapon with the Defensive Quality, lower the Defensive Quality rank of the defender by 1.

Easy to Heal [4]

Prerequisite: None

Add your Recovery Skill Rank + PL to any Skill Check that would heal Physical Wounds as Pre-Roll modifiers. Easy to Heal works with any Skill used to heal Physical Wounds including Healing, Recovery, or other magical and mundane Skills that can be used.

Fast Action [10]

Prerequisite: None

Notes: You may take this Ability multiple times for different actions. You may not buy this twice for the same action.

You do things quickly. Select an Action. Lower the AP required to take that action by 1, to a minimum of 1.

Fast Draw [2]

Prerequisite: Acrobatics Rank 1+

When drawing a weapon, you do so as a Free Action for 0 AP. Fast Draw cannot be used with weapons with the Unwieldy quality. Drawing weapons uses the General Action Type, meaning it does not provoke an Opportunity Attack.

GRAPPLER [4]

Prerequisite: None

You gain Level-2 Bonus Set to any Skill Check to initiate a grapple with the Grapple action, or any Skill Checks while the Offensive or Defensive Grappler.

GRIT I [6]

Prerequisite: None

Add 1 + PL to your Wound Level.

GRIT II [10]

Prerequisite: Grit I

Add 1 + PL to your Wound Level.

GUARDIAN [6]

Prerequisite: None

You may make a Parry/Block Defensive Action without penalty to intercept an attack meant for an adjacent target. If you fail, the adjacent character may still make a Defensive Action as normal.

HARD TO HIT I [4]

Prerequisite: None

Add 1 + PL to your Maximum Base Defense.

HARD TO HIT II [8]

Prerequisite: Hard to Hit I

Add 1 + PL to your Maximum Base Defense.

HARDY [4]

Prerequisite: None

Add a Level-1 Bonus Set to any Death Roll or Falter Roll.

HEAD ON A SWIVEL [4]

Prerequisite: None

When you are outnumbered by multiple Engaged Attackers, ignore all penalties due to Total Engagement Advantage (TEA).

JAVELINEER [4]

Prerequisite: Thrown Rank 1+

Any weapon with the Thrown quality gains +2 Hexes/Units to its range when you throw it.

LETHAL WEAPON I [4]

Prerequisite: None

Notes: May be taken multiple times for different weapons. You may only take this Ability once per weapon.

Add 2 + PL to the Post-Roll modifier of a weapon of your choice.

LETHAL WEAPON II [8]

Prerequisite: Lethal Weapon I (Weapon)

Notes: May be taken multiple times for different weapons. You may only take this Ability once per weapon.

Add 2 + PL to the Post-Roll modifier of a weapon of your choice.

MORTAL DANGER [6]

Prerequisite: None

Notes: May be taken multiple times for different weapons. You may only take this Ability once per weapon.

Whenever an attack you make with this weapon strikes a foe and gives them a Wound, give them 1 Injury as well.

If a weapon has the Mortal Quality, this Ability adds an additional Injury to that of the Mortal Quality.

MOUNTED WARRIOR [4]

Prerequisite: None

You are an expert on a mount and can use Two-Handed weapons while mounted and guiding your mount with your legs. Mounting and dismounting are Free Actions for you.

Weapons with the Unwieldy quality may never be used while mounted.

NEVER SAY DIE [6]

Prerequisite: None

When making a Death Roll, you may use a Courage Skill Check instead of a Resilience Skill Check.

QUICK MOVEMENT [4]

Prerequisite: None

When you roll Initiative, if you are first to act, you may move 3 hexes/units multiplied by Speed for free. You spend no AP and do not move down the Combat Track during this movement, but provoke Opportunity Attacks as normal.

You may not save this movement and it is lost if not used immediately at the beginning of your first turn. You may act immediately afterward with any Action you choose as a part of your normal turn.

QUICK TWITCH [4]

Prerequisite: None

Add your Agility score + PL as a Pre-Roll Modifier when making a Reactions Skill Check.

REED IN THE WIND [4]

Prerequisite: Reactions Rank 1+

Add your Reactions Skill Rank + PL to your Dodge Skill Check as a Pre-Roll modifier.

SNAP SHOT [8]

Prerequisite: None

When a ranged attack is penalized by Line of Sight being obscured, ignore the first Rank of Cover Impediments. When shooting into Melee, lower the penalty to a -3 Pre-Roll Modifier instead of 1 Hardship.

SNIPER [8]

Prerequisite: None

Long and Extreme range bands add one less Ranged Die when calculating Ranged Dice.

STONE HANDS [4]

Prerequisite: None

All unarmed attacks from you are considered lethal attacks. If you already have any rank of the Natural Weapon Ancestry Trait, add 2 + PL to your Post-Roll modifier for damage.

STOUT [8]

Prerequisite: None

Add 1 to your Wound Threshold.

WARY [4]

Prerequisite: None

Add your Perception Skill Rank + PL to all Stealth Skill Checks as a Pre-Roll Modifier.

WEAPON MASTER I [6]

Prerequisite: None

Notes: This may be taken multiple times for different weapons. You may only take this ability once per weapon. This does not stack with Weapon Master II.

You gain a Level-2 Bonus Set to all Skill Checks using this weapon.

WEAPON MASTER II [10]

Prerequisite: Weapon Master I (Weapon)

Notes: This may be taken multiple times for different weapons. You may only take this ability once per weapon. This does not stack with Weapon Master I.

You gain a Level-3 Bonus Set to all Skill Checks using this weapon.

ZIG-ZAG [4]

Prerequisite: None

Whenever you use the Run Action, attempts to hit you take 1 Hardship instead of -3. After you use the Run Action you take no penalty.

MENTAL ABILITIES

ALERT [4]

Prerequisite: None

Add a Level-1 Bonus Set when making a Perception Skill Check.

ARCANE SUBSTITUTION [6]

Prerequisite: Arcana Rank 1+

You may substitute Arcana for Focus when determining the number of Spells you may learn and when determining Surges.

AROMANTIC [4]

Prerequisite: None

Seduce Skill Checks against you automatically fail. If knowing the Levels of Success is important, you Succeed with 1 level of success.

BOOK SMART [4]

Prerequisite: None

The Science Skill is governed by the Knowledge Attribute for you instead of Intelligence.

COMPUTER EXPERT [4]

Prerequisite: None

When making a Hacking Skill Check, add your Sysops Skill rank + PL as a Pre-Roll modifier.

EAR TO THE GROUND [4]

Prerequisite: None

When making an Investigation Skill check, add your Streetwise rank + PL as a Pre-Roll modifier.

EDUCATED [4]

Prerequisite: None

Your upbringing helped educate you in the ways of history and the past. Add your Status Skill Rank + PL to all Lore Skill Checks as Pre-Roll Modifiers.

EXPERT CARE [6]

Prerequisite: Healing Rank 1+

When a Physical Wound has already been treated, your subsequent attempts to treat the wound have no additional difficulty.

GADGETEER [8]

Prerequisite: None

Notes: Choose a Skill.

When using Gear with the associated Skill, increase the Bonus Set of the Gear by 1 Level. If the Level of the Gear is Level 3, add an additional Bonus Set as described below. These are considered Level-4 Bonus Sets for the purpose of documentation.

LEVEL-4 BONUS SETS	
PL	MODIFIERS
1	2 Benefits
2	2 Benefits + 3 Modifier
3	3 Benefits

INVENTOR [8]

Prerequisite: Craft Rank 1+

When you use the Craft Skill to create a piece of equipment, lower the number of Craft Die by 1, to a minimum of 1.

JACK OF ALL TRADES [10]

Prerequisite: None

Notes: Choose three Mental Skills upon purchasing this Ability.

Choose three Mental Skills. When making any Skill Check with any of these Skills, you may add your Career Skill Rank + PL as a Pre-Roll modifier.

KEEN I [4]

Prerequisite: None

Notes: This Ability does not stack with Keen II.

Add a Level-1 Bonus Set to your Skill Check when determining Initiative while using the Reactions Skill.

KEEN II [8]

Prerequisite: Keen I

Notes: This Ability does not stack with Keen I.

Add a Level-2 Bonus Set to your Skill Check when determining Initiative while using the Reactions Skill.

LOGICAL [4]

Prerequisite: None

Whenever you make an Investigation Skill Check, add your KNO Attribute Score + PL as a Pre-Roll Modifier.

LONG MEMORY [4]

Prerequisite: None

Gain a Level-2 Bonus Set whenever you make an Investigation, Lore, or Career Skill Check to recall distant memories.

LITERATE [2]

Prerequisite: GM's permission.

Notes: Characters from the Modern & Futuristic Technology Era are considered to have one version of this Ability for free. Choose 1 language. This ability may be taken multiple times for different languages.

You can speak, understand, read, and write one language.

MAGICAL NULL I [4]

Prerequisite: None

Notes: When actively defending a Power, this Ability does not stack with Magical Null II.

Magic has a difficult time working on you. Add 1 + PL to your maximum Magic Defense. When actively defending a power, gain a Level-1 Bonus set on your Resistance.

MAGICAL NULL II [8]

Prerequisite: Magical Null I

Notes: When actively defending a Power, this Ability does not stack with Magical Null I.

Magic has a difficult time working on you. Add 1 + PL to your maximum Magic Defense. When actively defending a power, gain a Level-2 Bonus set on your Resistance.

MAGICAL STUDIES I [6]

Prerequisite: Arcana Rank 1+

Notes: This Ability does not stack with Magical Studies II.

You have studied ancient texts and scrolls endlessly in order to help keep the dangers of magic at bay. When you encounter a Skill Surge you may reroll your Focus Skill Check. The original Focus Skill Check is replaced as if it were never rolled. You must accept the second Skill Check.

MAGICAL STUDIES II [10]

Prerequisite: Magical Studies I

Notes: This Ability does not stack with Magical Studies I.

You have studied ancient texts and scrolls endlessly in order to help keep the dangers of magic at bay. When you encounter a Skill or Spell Surge you may reroll your Focus Skill Check or Spell Dice. The original Focus Skill Check and Spell Dice are replaced as if they were never rolled. You must accept the second Skill Check and Spell Dice.

You gain a Level-1 Bonus Set on all Focus Skill Checks.

MENTAL CONDITIONING I [4]

Prerequisite: None

You are strong mentally. Add 1 + PL to your Maximum Mental Defense.

MENTAL CONDITIONING II [8]

Prerequisite: Mental Conditioning I

You are strong mentally. Add 1 + PL to your Maximum Mental Defense.

MIRACLE WORKER [10]

Prerequisite: Healing Rank 1+

When using the Healing Skill to heal Physical Wounds, add an additional Wound Effect Die.

MULTITASKER [8]

Prerequisite: None

When using a vehicle with a Centralized Operation, you take -3 to Skill Checks instead of 1 Hardship.

NATURE LOVER [4]

Prerequisite: None

You are passionate about the outdoors and knowledgeable when in the wilderness. When making a Survival Skill Check, add your Lore Skill Ranks + PL as Pre-Roll Modifiers.

REPAIRMAN [6]

Prerequisite: Craft Rank 1+

When making a Repair roll to fix Vehicle Breaks, add an additional Break Effect Die.

SCIENTIFIC METHOD [4]

Prerequisite: None

When making a Craft Skill Check, you may add your Science Skill Ranks + PL as a Pre-Roll modifier.

SURGEON [6]

Prerequisite: Healing Rank 1+

You gain a Level-1 Bonus Set to all Healing Skill Checks used to treat Physical Wounds.

TACTICAL ADVANTAGE [8]

Prerequisite: None

You may use Leadership instead of Reaction when determining initiative. Any allied combatant may use your roll for their Initiative as well.

UNBREAKABLE I [6]

Prerequisite: None

Add 1 + PL to your Terror Level.

UNBREAKABLE II [10]

Prerequisite: Unbreakable I

Add 1 + PL to your Terror Level.

WELL PAID [4]

Prerequisite: Career Rank 1+

Whenever you would make a Status Skill Check to determine Currency Points, or general wealth, make a Career Skill Check instead.

SOCIAL ABILITIES

ALLY [6]

Prerequisite: Status Rank 1+

You have a powerful ally that can assist you when possible. The ally should use the "Arch Nemesis" character build if it is necessary to determine their statistics. Allies typically have political, social, or military power in their realm of influence.

Allies are not meant to be day-to-day traveling companions. Use Companion for that. If the GM wants to make their appearance Random, roll 1d10 each session. On an 9-10 they appear in the session.

ANIMAL FRIEND [4]

Prerequisite: Animal Handling Rank 1+

Add a Level-1 Bonus Set when making an Animal Handling Skill Check.

ART AS THERAPY [4]

Prerequisite: Perform Rank 1+

Your art works as well as simple words when healing Mental Wounds. You may use Perform instead of Rhetoric when treating Mental Wounds.

ARTIST [4]

Prerequisite: None

So long as you are in a population center, you may use a Perform Skill Check once a week to earn income. The GM should determine the difficulty based on how large the population is, how wealthy, their opinion of you, etc.

You keep the Levels of Success as Currency Points.

AUTHORITY [6]

Prerequisite: None

You may make a Status Skill Check instead of a Persuasion Skill Check when convincing a person of your rightful cause. The target of your persuasion must have an INF score equal to or less than you.

BEASTMASTER [8]

Prerequisite: Animal Handling Rank 1+

Once per day, if in a wilderness setting, you can summon a number of minions with the Beast Descriptor equal to your Animal Handling Rank.

You can command these creatures with a successful Hard Animal Handling Skill Check. They will follow your commands within reason, but won't perform activities that would mean certain death.

These creatures stay in your presence for a number of hours equal to your Animal Handling rank x 2.

BEDSIDE MANNER [6]

Prerequisite: Rhetoric Rank 1+

When a Mental Wound has already been treated, subsequent attempts to treat the wound have no additional difficulty.

BLESSED [10]

Prerequisite: Fate Score 1+

Notes: If your Fate Score would ever become 0, you retain this Ability.

You may reroll 1 Skill Check per session and you may take the higher result of the two.

COMPANION [6]

Prerequisite: None

Notes: You are granted 1 companion with Foe statistics. This Ability may be taken multiple times per companion.

Create or choose 1 companion. This companion should have Foe statistics for the character's Power Level. If the companion is killed or otherwise removed from play, remove this Ability from the character. The companion is completely loyal to the character.

CULTURAL NORMS [4]

Prerequisite: None

When making an Etiquette Skill Check, you may add your Lore Skill Rank + PL as a Pre-Roll modifier.

ENTERTAINER [4]

Prerequisite: None

Whenever you would make a Status Skill Check to determine Currency Points or general wealth, make a Perform Skill Check instead.

FAKE IT 'TIL YOU MAKE IT [6]

Prerequisite: None

You may make a Persuasion Skill Check instead of a Status Skill Check when convincing a person of your status.

FAMOUS [10]

Prerequisite: None

Notes: Choose One Skill.

Your fame and skill allow you to influence others. Add your Skill Rank + PL to any Persuasion, Seduce, Deception, Intimidation, or Rhetoric Skill Checks. You take 1 Hardships when making an Acting Skill Check.

FAST TALKER [6]

Prerequisite: None

Notes: Choose One Skill.

Choose Persuasion, Deception, or Rhetoric. Add a Level-1 Bonus Set to Skill Checks to the chosen Skill.

GOOD LOOKS [4]

Prerequisite: None

You add a Level-1 Bonus Set to Seduce Skill Checks.

HELPER [4]

Prerequisite: None

When Assisting another character with a Skill Check, add your Read Person Skill Rank + PL to their Skill Check result.

HOSPITALITY [4]

Prerequisite: None

You belong to a group of people that will take you in, feed you, and protect you within reason. These people will not travel with you, and are typically centered around a single location. This community will not engage in overly dangerous events, but will help you in any way within reason.

INHERITANCE I [6]

Prerequisite: None

Notes: Does not stack with Inheritance II.

When determining starting Currency Points make a Status Skill Check as normal, then add 10 Currency Points. Also, when spending at least 5 Currency Points on a single item, reduce the cost by 1.

INHERITANCE II [10]

Prerequisite: None

Notes: Does not stack with Inheritance I.

When determining starting Currency Points make a Status Skill Check as normal, then add an additional 20 Currency Points. Also, when spending at least 5 Currency Points on a single item, reduce the cost by 2.

POWERS OF OBSERVATION [10]

Prerequisite: Rhetoric Rank 1+

When using the Rhetoric Skill to heal Mental Wounds, if successful, you treat the wound as if it were one level higher.

SECRET IDENTITY [6]

Prerequisite: None

You have a secret identity that is very difficult to track through conventional means. Any non-magical Skill Checks used to determine your identity takes 2 Hardships.

SOCIAL STATUS I [4]

Prerequisite: None

Notes: This Ability does not stack with Social Status II.

You gain a Level-1 Bonus Set on Status Skill Checks.

SOCIAL STATUS II [8]

Prerequisite: None

Notes: This Ability does not stack with Social Status I.

You gain a Level-2 Bonus Set on Status Skill Checks.

SPY [4]

Prerequisite: None

When making an Act Skill Check, add your Deception Skill Rank + PL as a Pre-Roll modifier.

STEADY INCOME [10]

Prerequisite: Status Rank 1+

You may make a Stewardship Skill Check once per session and gain the total in Currency Points.

STRONG ARM [4]

Prerequisite: None

When making an Intimidation Skill Check, add your Strength score + PL as a Pre-Roll modifier.

TAKES ONE TO KNOW ONE [4]

Prerequisite: None

When making a Read Person Skill Check, add your Deception Skill Rank + PL as a Pre-Roll modifier.

TEAMWORK [4]

Prerequisite: None

When you are involved in a Group Skill Check, the group receives a Level-1 Bonus Set to its Skill Checks, even if the Group Skill Check applies penalties instead of bonuses.

WISE WORDS [4]

Prerequisite: None

When making a Rhetoric Skill Check, add your Knowledge score + PL to the roll as a Pre-Roll Modifier.

FATE ABILITIES

BURNING THE BODY [2]

Prerequisite: Fate is used in your game.

When you Burn a Fate Point, instead of reducing your Fate score by 1, suffer a physical Head Wound equal to your WL + 15. Immediately apply Wound Effects. This Wound can be healed as normal.

BURNING THE MIND [1]

Prerequisite: Fate is used in your game.

When you Burn a Fate Point, instead of reducing your Fate score by 1, suffer a mental Wound equal to your Terror Level + 15. Immediately apply Wound Effects. This Wound can be healed as normal.

FATED [2]

Prerequisite: Fate Score 1+

When you spend a Fate Point, roll a 1d10, on a 9 or 10 you do not consume a Fate Point but still gain the effect.

FOCUSED [2]

Prerequisite: Focus Rank 1+

When comparing Spell or Skill Surges to your Focus Skill, do so as if your Focus Skill was 1 Rank higher.

POWERFUL MAGIC [3]

Prerequisite: Magic User Ability

Notes: Choose 1 Magical School.

Add one spell effect to a spell, from the chosen school, without increasing the Spell Dice of the spell.

STRENGTH OF FOCUS [1]

Prerequisite: Magic User Ability

You use your esoteric magical knowledge to help control spells you cast. Add your Arcana Skill Rank + PL to all Focus Skill Checks.

GENERAL ABILITIES

LUCKY [10]

Prerequisite: None

Notes: This may be taken multiple times for different Skills.

When making any roll with this Skill, reroll any 1s.

MAGIC USER [6]

Prerequisite: Fate Score 1+

Notes: This Ability is for Spells only; it does not include Powers.

The ability Magic User unlocks four Skills that may be required to cast spells. These Skills are Essence, Psyche, Harness, and Shape. The Magic User Ability allows you to purchase any Manifestation, and cast any purchased Manifestation if the user has at least 1 Skill Rank in the associated magical Skill.

"Power is mine!"

POWER X [4+Y]

Prerequisite: Super Powers

Notes: The Y variable is the number of levels included in the Power greater than to the base effects levels. Variable X is the Power being purchased.

A Power may be purchased as an Ability. If purchased with Experience Points, the GM may decide training or study is required. Powers are Manifestations that have a combination of specific effects that cannot be altered. When calculating cost, add 1 Ability Points per Effect Level greater than Level-1 effects added to the Power at purchase. You may add additional Effect Levels up to the character's Focus Skill Rank x 2.

POWER PERMANENCE [X*2]

Prerequisite: None

Notes: This ability can be taken multiple times for each purchased Power. X is the cost of the original power. Multiply the cost of the original Power by 2.

You have innate powers that are simply a part of your being. Choose a Power that you have already purchased. The Power may only target yourself. This Power does not require a Skill Check to activate, but instead requires an Interact Action. This can be deactivated as a Free Action.

Power Permanence may be dispelled similarly to other Powers. When dispelling Powers with permanence, they make a Skill Check as normal. The difficulty is a Desperate Skill Check to succeed. The target may then use an Interact Action to reapply the power as normal.

SKILLED I [2]

Prerequisite: None

Notes: This Ability may be taken multiple times for different Skills, Select one Skill. This Ability does not stack with Skilled II.

Add a Level-0 Bonus Set to Skill Checks with this Skill.

SKILLED II [4]

Prerequisite: None

Notes: This Ability may be taken multiple times for different Skills, Select one Skill. This Ability does not stack with Skilled I.

Add a Level-1 Bonus Set to Skill Checks with this Skill.

SPELL X [4]

Prerequisite: Magic User or Arcana Rank 1+

Notes: The variable X is the spell which is purchased.

A Manifestation may be purchased as a Spell. If purchased with Experience Points, the GM may decide training or study is required.

SUPER POWERS [6]

Prerequisite: Fate Score 1+

Notes: This Ability is for Powers only; it does not include Spells.

The ability Super Powers unlocks four Skills that may be required to use super powers that are included in the Super Power Magic System. These Skills are Essence, Psyche, Harness, and Shape. Super Powers allows the character to purchase any Manifestation as a Power, and use any purchased power if the user has at least 1 Skill Rank in the associated Skill.

UNIQUE ITEM I [4-10]

Prerequisite: GM permission only.

Notes: The item must match your Technology Era, and this Ability may be taken multiple times for multiple items.

Choose one standard piece of equipment (Weapon, Armor, Shield, Consumables, or Level 1 Gear) and gain it without paying a Cost. This item must have either least 1 Equipment Effect Level or 4 Enhancements added of your choice. Follow all rules for Equipment Effects.

For each additional Equipment Effect Level add 4 to the Ability Point cost. For each Enhancement and Level of Gear increase the Ability Point cost by 1.

UNIQUE ITEM II [2+]

Prerequisite: GM permission only. Unique Item I. After Character Creation Only.

Notes: May not be purchased in Character Creation and may only be used on items that already have at least one Equipment Effect.

You may upgrade your Unique Item as it unlocks powers and becomes stronger. For each Enhancement added the XP cost is 5. For every Equipment Effect Level added, the XP cost is 20. This ability may be bought multiple times as the Unique Item grows in power. You pay no Currency Points for these upgrades.

Items have no limit to their upgrades.

DINER
COFFEE
HOT FUDGE SUNDAY
HOT
15¢
DOGS

Ancestries & Flaws

Ancestries are the genetic makeup of a character. This could also be referred to as a character's species. Ancestries may have access to different Traits that make them unique from other Ancestries. Ancestries do not alter Attribute or Skills directly.

GMs may allow players to pick from Ancestry Traits to make their own combinations, or the player may select no Ancestry Traits. *Heroes & Hardships* offers several Ancestries that are common to tropes of different genres. When using these Ancestries, the GM may have players roll on the Ancestry's Trait table to select an Ancestry Trait by random, or allow the player to choose. GMs are likely to require rolled Ancestry Traits when the Roll Method was selected for Attribute Generation. Players pay 6 Ability Points per roll, or take a new Flaw level per roll.

If choosing by random, roll 1d10 on the table included with each Ancestry. If rolling for multiple Ancestry Traits, and you roll the same option, choose the next level. If the maximum level has already been obtained, roll again for a new option.

Creating New Ancestries

The GM may create new ancestries or replace some that does not suit their game. The GM simply should choose 8 Traits and list them alphabetically if the Traits are rolled.

Optional: No Limit

There may be settings and games where the GM allows a character to take more Ancestry Traits than are listed for their ancestry. With the GM's permission, they may allow players to select any Ancestry Trait for their character. The GM should consider each Trait carefully to ensure it makes sense for the character concept and setting.

Optional: Automatic Traits

The GM may wish for an Ancestry to always start with a certain trait. If so, give each character of that Ancestry the trait and rank in question for free.

ANCESTRIES

With this book, players should be able to take on any Ancestry for their characters. It is easy to create Ancestries from the list of Ancestry Traits, but those looking for some of the most common ancestry tropes can use these examples below. Use these as written, or create your own.

FANTASY

Fantasy has several Ancestries commonly depicted. This list is in no way complete, and the GM is encouraged to create their own Ancestries with the rules provided.

DWARFS

Dwarfs are stout folk that have a natural disposition for great wealth and feats of craftsmanship. They are typically short, stout, and have beards (even the women!).

DWARF TRAITS

ROLL	TRAIT
1-2	Nothing
3	Brave
4	Driven: Mental
5	Impervious
6	Indomitable
7	Innate Crafter
8	Stubborn
9	Tough
10	Unnatural Sense: Sight

HALFLINGS

Halfings seem childlike at first glance, but their short stature allows them to perform feats of agility with ease. They are typically a happy people with a sense of community, but when dangers present themselves, halflings stand to meet the challenge.

HALFLING TRAITS

ROLL	TRAIT
1-2	Nothing
3	Brave
4	Communal
5	Driven: Social
6	Mental Flexibility: Social
7	Nimble
8	Small
9	Social Creature
10	Unnatural Sense: Taste

HUMANS

Humans are extremely varied people. They can be tall, short, strong, weak, smart, or dumb. They adapt well to many situations and it is difficult to determine their strengths or weaknesses without seeing them in action.

HUMAN TRAITS

ROLL	TRAIT
1-2	Nothing
3	Big
4	Driven: Mental
5	Driven: Physical
6	Driven: Social
7	Mental Flexibility: Mental
8	Mental Flexibility: Physical
9	Mental Flexibility: Social
10	Small

ELVES

Lithe and regal, elves have a natural affinity for nature. Many have a majestic beauty that is almost otherworldly. They often have a natural affinity for magic and a strong willpower against those that would oppose them. They hear and see beyond many other ancestries, and there are rumors some never age.

ELF TRAITS

ROLL	TRAIT
1-2	Nothing
3	Agile Gait
4	Attuned: Nature
5	Indomitable
6	Innate Power (Any Nature Manifestation)
7	Unnatural Beauty
8	Unnatural Sense: Sight
9	Unnatural Sense: Hearing
10	Unaging

SCI-FI

Sci-Fi fiction tends to be extremely varied in what ancestries exist. Here you will find some of the most common archetypes for many sci-fi settings.

ANDROIDS

Androids are virtual intelligences installed in a humanoid machine body. They are driven by logic and lack emotion. Androids' robotic bodies make them very durable.

ANDROID TRAITS

ROLL	TRAIT
1-2	Nothing
3	Big
4	Cyborg
5	Hive Mind
6	Impervious
7	Machine Physiology
8	Natural Armor
9	Tough
10	Unaging

GREYS

Greys, or "Martians", have been a staple in science fiction for decades. These grey-skinned humanoids are often depicted with overlarge heads and eyes, and thin bodies. These creatures have unique abilities they use to subjugate others.

GREY TRAITS	
ROLL	TRAIT
1-2	Nothing
3	Driven: Mental
4	Innate Crafter
5	Innate Power (Any Mental Manifestation)
6	Mental Flexibility: Mental
7	Powered: Mentalism
8	Small
9	Unnatural Sense: Sight
10	Zero-G

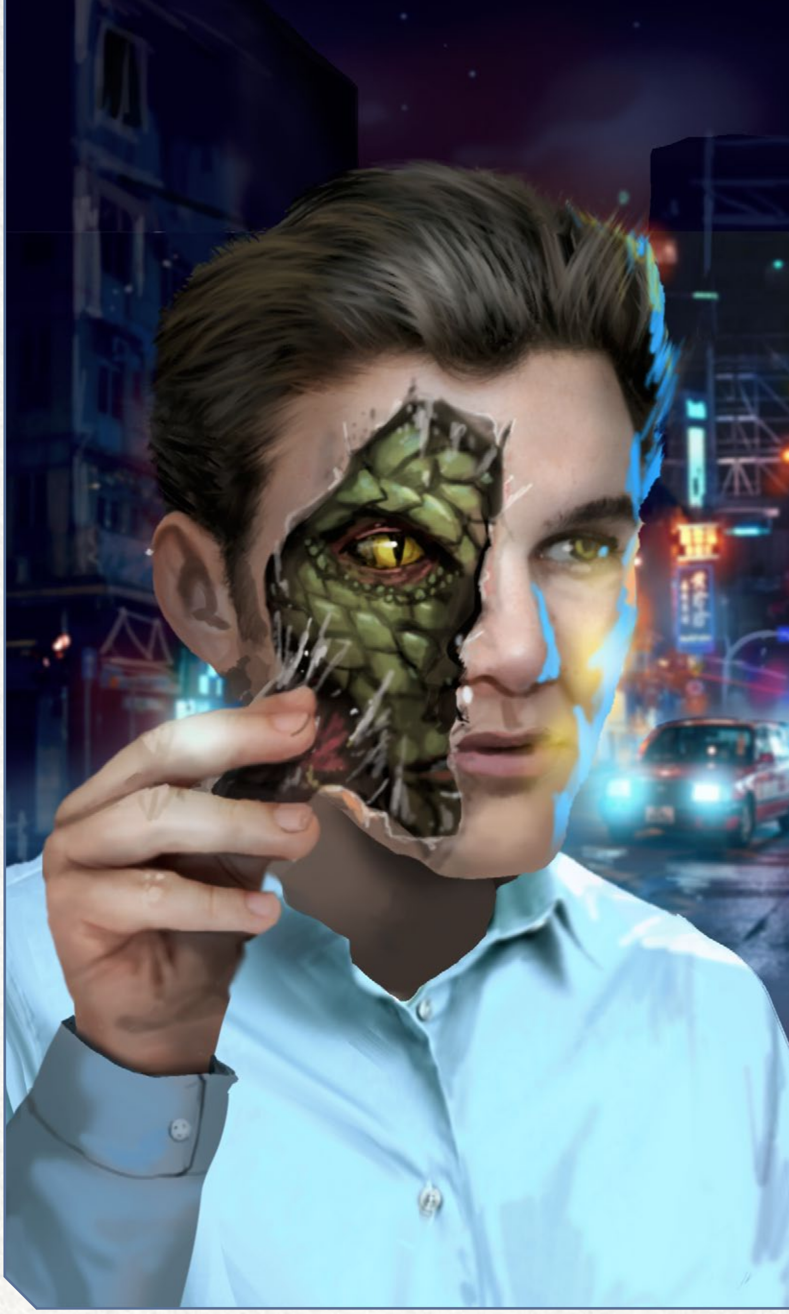
INTERLOPER

Interlopers are alien races that take the guise of other creatures. They can take the form of others permanently, or ad hoc. They have strange motivations and are usually adept at blending in to whatever society they are infiltrating.

INTERLOPER TRAITS	
ROLL	TRAIT
1-2	Nothing
3	Doppelganger
4	Driven: Social
5	Indomitable
6	Mental Flexibility: Social
7	Regeneration
8	Social Creature
9	Stubborn
10	Terrifying Form

SENTIENT INSECTOID

This bizarre creature appears similar to insects from earth. However, they are fully sentient with an intelligence similar to other sentient creatures. There are many different types, but they are almost always described as aggressive.



SENTIENT INSECTOID TRAITS	
ROLL	TRAIT
1-2	Nothing
3	Big
4	Brave
5	Fast
6	Hive Mind
7	Impervious
8	Multiple Arms
9	Multiple Legs
10	Natural Armor

ANCESTRY TRAITS

Ancestry Traits are the building blocks of the genetic makeup of a character. These Traits help define what you are. Descriptions of how they manifest themselves is up to the GM and player.

How You Gain Ancestry Traits

Any Ancestry Trait listed in the Ancestry is available to the character of that Ancestry, either in combination with other Ancestry Traits of that Ancestry or by itself. Characters may have any number of their available Ancestry Traits, including none.

It is suggested that games using the Roll Method roll on the Ancestry's Trait table a number of times equal to the Ancestry Traits purchased in character creation. For games using the Pick Method, players should simply select the Ancestry Traits they want.

How Ancestry Traits Work

Most Traits have 3 levels. Each Trait will state if the levels of the Trait stack or not. Each level is purchased separately and applied based on how the levels stack.

The Cost of Ancestry Traits

Regardless of how the Ancestry Trait is selected, levels of the Trait must be purchased. You may select any number of Ancestry Traits your Ancestry has access to that you can afford. The cost of each level can be purchased with the following:

- An additional Flaw Level of the GM's choice is given.
  - You may gain no more than 2 flaw levels in this manner.
- Exchange 6 Ability Points per level from any and all categories.
  - Ancestry Traits can be purchased with Ability Points from any Attribute Category as if they were General Abilities.
- You must purchase all Ancestry Trait Levels independently.
- New Ancestry Traits are usually not purchased after character creation with Experience Points. Additional levels of Ancestry Traits may be purchased after character creation.
  - However, the purchase of new Ancestry Traits may be granted by the GM as desired.

TRAIT LIST

AGILE GAIT

Do Levels Stack?: Yes

You move through difficult terrain with ease. Some ancestries deal with thick brush, mud, and similar impediments easier than others.

Level 1: Lower Movement Impediments level by 1, to a minimum of 0.

Level 2: Lower Movement Impediments level by 1, to a minimum of 0.

Level 3: Lower Movement Impediments level by 1, to a minimum of 0.

ATTUNED

Do Levels Stack?: Yes

Notes: Each Level of this Ancestry Trait may be taken multiple times for different Magical Schools.

You are extremely sensitive to certain types of magic and are able to control that school of magic easier than others.

Choose 1 Magical School.

Level 1: When casting a Spell, you may add the Level-1 potency of any other Manifestation from the same Magic School you know as an additional Valid Effect. Doing so increases the difficulty of the Spell as normal.

Level 2: When casting a Spell, you may add the Level-1 potency of any other Manifestation from the same Magic School you know as an additional Valid Effect. Doing so increases the difficulty of the Spell as normal.

Level 3: When casting a Spell, you may add the Level-1 potency of any other Manifestation from the same Magic School you know as an additional Valid Effect. Doing so increases the difficulty of the Spell as normal.

AURA OF FEAR

Do Levels Stack?: No

You permeate fear to those around you.

Level 1: Those nearby suffer a Rank 3 Fear Hazard, resisted by Courage. This happens immediately upon being able to recognize your presence. This occurs once per day, and only affects those that have not recently suffered an equal or greater fear effect.

Level 2: Those nearby suffer a Rank 4 Fear Hazard, resisted by Courage. This happens immediately upon being able to recognize your presence. This occurs once per day, and only affects those that have not recently suffered an equal or greater fear effect.

Level 3: Those nearby suffer a Rank 5 Fear Hazard, resisted by Courage. This happens immediately upon being able to recognize your presence. This occurs once per day, and only affects those that have not recently suffered an equal or greater fear effect.

BIG

Do Levels Stack?: Yes

You are extremely large compared to the average creature in your environment. You gain certain benefits, but also take certain drawbacks.

Level 1: You gain +1 Size Rating.

Level 2: You gain +1 Size Rating.

Level 3: You gain +1 Size Rating.

BRAVE

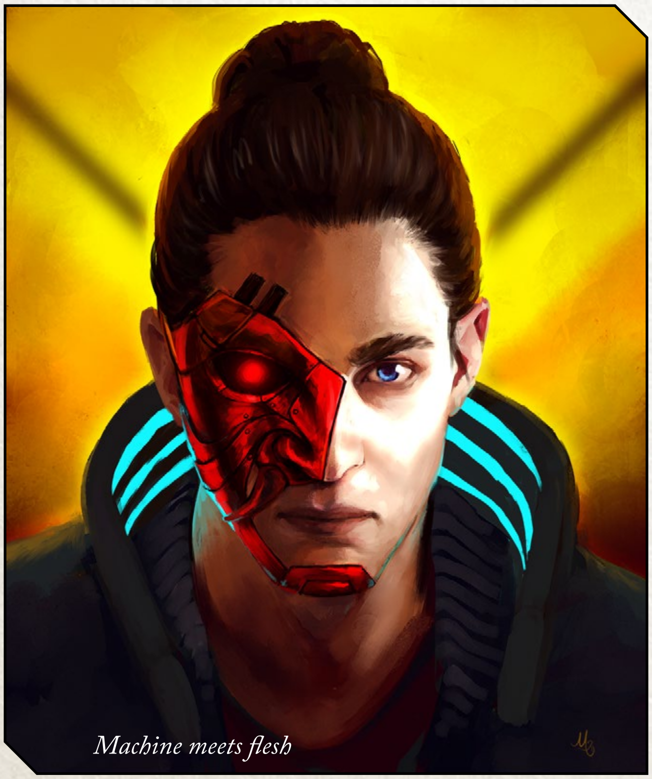
Do Levels Stack?: Yes

Your kind is brave in the face of danger and Mental damage can be mitigated.

Level 1: Any Mental damage suffered is soaked as if you had an AR of 2 x PL when suffering this type of damage.

Level 2: Any Mental damage suffered is soaked as if you had an AR of 2 x PL when suffering this type of damage.

Level 3: Any Mental damage suffered is soaked as if you had an AR of 2 x PL when suffering this type of damage.



Machine meets flesh

COMMUNAL

Do Levels Stack?: No

Your people foster a sense of community which can be used in hours of need.

Level 1: Whenever you require aid, shelter, protection, etc, you may call on your kind. Whenever requesting aid from your kin, they will supply it for up to 1 week. They will go out of their way to help you, but will not put themselves in overt danger and will not resort to violence to assist you.

Level 2: Whenever you require aid, shelter, protection, etc, you may call on your kind. Whenever requesting aid from your kin, they will supply it for up to 1 month. They will take major risks in order to help you, but they won't needlessly sacrifice themselves for you.

Level 3: Whenever you require aid, shelter, protection, etc, you may call on your kind. Whenever requesting aid from your kin, they will supply it for up to 1 year. Your kin will do anything for you, even sacrificing their own lives or the lives of those they hold dear.

CYBORG

Do Levels Stack?: Yes

Notes: This Ancestry Trait may be taken multiple times for different Gear.

You have certain mechanical and synthetic body parts.

Choose 1 piece of Gear.

Level 1: You gain 1 Level-1 Gear as a cybernetic attachment for no Currency Point cost. This Gear can be upgraded as per normal Crafting rules, but cannot be removed from your body unless surgery is completed. Surgery to remove a cybernetic implant is a Hard Healing Skill Check. Failure ruins the implant and causes a potential Wound. Determine the severity of this Wound with a Rank 3 Hazard resisted by Recovery.

Level 2: You may upgrade your previous Gear to Level-2 Gear as a cybernetic attachment for no Currency Point cost.

Level 3: You may upgrade your previous Gear to Level-3 Gear as a cybernetic attachment for no Currency Point cost.

DOPPELGANGER

Do Levels Stack?: No

You mimic the appearance of others to a certain degree by shapechanging.

Level 1: You pass as a member of another species that is similar to your own, ie, both bipedal with two arms and two legs, etc. You only need a basic understanding of the ancestry/species in question to perform this feat. You cannot mimic a specific member of that ancestry. This disguise may only be broken by non-mundane sight, such as magic, gear, etc.

Level 2: You pass as a specific member of a different species than your own, but this species must be similar enough to your own to not be wholly alien. You must have been in the presence of the creature you are imitating for several hours. You cannot mimic body parts you cannot see in perfect detail (important for birthmarks, scars, tattoos, etc). This disguise may only be broken by non-mundane sight, such as magic, gear, etc.

Level 3: You pass as a specific member of a different species than your own, but this species must be similar enough to your own to not be wholly alien. You must have been in the presence of the creature you are imitating for a few minutes. You can mimic body parts you cannot see in perfect detail (important for birthmarks, scars, tattoos, etc). This disguise may only be broken by non-mundane sight, such as magic, gear, etc.

DRIVEN

Do Levels Stack?: No

Notes: You may choose this Ancestry Trait multiple times for different Skill categories.

You are difficult to keep down, and when you put your mind to something you usually get it done.

Choose the Mental, Physical, or Social category.

Level 1: You may reroll a Skill Check from the selected Attribute category once per session. You take 1 Hardship to the new Skill Check. You must take the result of the second Skill Check.

Level 2: You may reroll a Skill Check from the selected Attribute category once per session. You take -3 Pre-Roll Modifier to the new Skill Check. You must take the result of the second Skill Check.

Level 3: You may reroll a Skill Check from the selected Attribute category once per session. You must take the result of the second Skill Check.

EXTRA MODE OF MOVEMENT

Do Levels Stack?: N/A

Notes: You add an additional Mode of Movement in addition to Walk. You may choose this Ancestry Trait multiple times for different Modes of Movement.

Choose either Fly, Burrow, Climb, or Swim.

You have additional ways to move and have the means of supporting yourself against environmental factors such as breathing, heat, etc.

Level 1: You may switch your movement to a new Mode of Movement.

- Burrow - You can dig beneath the earth.
- Swim - You can swim long distances and breath under water.
- Climb - You can climb vertically and horizontally unimpeded.
- Fly - You can fly through the air and gain +1 Speed when flying.

FAST

Do Levels Stack?: Yes

You are extremely quick on your feet.

Level 1: You gain +1 Speed.

Level 2: You gain +1 Speed.

Level 3: You gain +1 Speed.

GENMOD

Do Levels Stack?: Yes

Notes: You may take this Trait multiple times for different Attributes.

Choose an Attribute.

You are genetically modified from birth to be superior at a certain function.

Level 1: All Skills governed by this Attribute are considered Trained for the purposes of Exploding Dice.

Level 2: When making a Skill Check with any Skills governed by this Attribute add a Level-1 Bonus Set.

Level 3: When making a Skill Check with any Skill governed by this Attribute, 1s explode as well as 10s. If the total of the exploding 1 would not normally be kept by your dice pool, you do not keep it as usual.

Hive Mind

Do Levels Stack?: No

Notes: You may take this Trait multiple times for different Minions.

Choose 1 specific Minion.

You share consciousness with lesser creatures of a specific type.

Level 1: You may control up to 1 Rank 5 Mob of this creature, and share the creature's senses at distance up to 500 feet. These senses suffer 3 Levels of Sensory Impediments. Minions may be summoned closer to you only if they already exist within the range of this effect. They travel at their normal speed and are not conjured instantly.

Level 2: You may control up to 2 Rank 5 Mobs of this creature, and share the creature's senses at distance up to 1 mile. These senses suffer 2 Levels of Sensory Impediments. Minions may be summoned closer to you only if they already exist within the range of this effect. They travel at their normal speed and are not conjured instantly.

Level 3: You may control up to 3 Rank 5 Mobs of this creature, and share the creature's senses at distance up to 2 miles. These senses suffer 1 Level of Sensory Impediments. Minions may be summoned closer to you only if they already exist within the range of this effect. They travel at their normal speed and are not conjured instantly.

Impervious

Do Levels Stack?: Yes

You have resistance that is difficult to breach.

Level 1: Add 4 x PL to your Armor Reduction for all Aspects.

Level 2: Add 4 x PL to your Armor Reduction for all Aspects.

Level 3: Add 4 x PL to your Armor Reduction for all Aspects.

Incorporeal

Do Levels Stack?: No

Your physical body is at least partially incorporeal and has certain advantages and disadvantages.

Level 1: Physical attacks against you are more difficult as you are partially incorporeal. Add 5 x PL to your Base Defense.

Level 2: Add 5 x PL to your Base Defense. If you are hit by an attack with the Bludgeoning, Piercing, or Slashing Aspects, you may take an Injury instead of a Wound automatically once per session, regardless of the Total Success Value of the attack.

Level 3: You cannot be hit by attacks with the Bludgeoning, Piercing, or Slashing Aspects. You may move through any solid object. However, you cannot physically interact with any object.

Indomitable

Do Levels Stack?: Yes

Your kind has a self-reliance and confidence that is difficult to cow or convince.

Level 1: When determining Wound Effects for Mental Wounds, add 1 additional Wound Effect Die.

Level 2: When determining Wound Effects for Mental Wounds, add 1 additional Wound Effect Die.

Level 3: When determining Wound Effects for Mental Wounds, add 1 additional Wound Effect Die.

INNATE CRAFTER

Do Levels Stack?: Yes

Your people have long crafted great artifacts that are the envy of your world.

Level 1: When you add an Enhancement to an item, add an additional Enhancement for free.

Level 2: When crafting an item, remove 1 Craft Dice to a minimum of 0.

Level 3: When you add a Rank of Equipment Effects to an item, add an additional Equipment Effect Rank for free.

INNATE POWER

Do Levels Stack?: Yes

Notes: This Ancestry Trait may be selected multiple times for different Manifestations. You may not use the Arcana Skill with this Trait. You may not increase the Skill tied to this Power unless you have the Super Powers Ability.

Choose 1 Manifestation.

You can wield powers given to you by your ancestry.

Level 1: Learn the chosen Manifestation immediately as a Power. This Power includes all Level-1 Valid Effects. If you have 0 ranks in the Skill required to activate this Power, you automatically gain 1 Rank in that Skill. If you have 0 ranks in Focus, you automatically gain 1 rank in Focus. Use Super Power rules as usual.

Level 2: Learn the chosen Manifestation immediately as a Power. This Power includes all Level-2 Valid Effects. Use Super Power rules as usual.

Level 3: Learn the chosen Manifestation immediately as a Power. This Power includes all Level-3 Valid Effects. Use Super Power rules as usual..

LONG LIMBS

Do Levels Stack?: No

Your limbs are longer than most, which gives you a reach advantage.

Level 1: All your melee attacks are considered to have the Reach Quality. All Defensive Actions that occur inside your Reach suffer 1 Hardship as usual.

Level 2: All your melee attacks are considered to have the Reach Quality. If your weapon already has Reach, you are now an Engaged Attacker from 2 hexes/units away instead of 1. All Defensive Actions that occur inside your Reach suffer 1 Hardship as usual.

Level 3: All your melee attacks are considered to have the Reach Quality. If your weapon already has Reach, you are now an Engaged Attacker from 3 hexes/units away instead of 1. You do not suffer any Hardships on Defensive Actions against Engaged Attackers inside your reach.

MACHINE PHYSIOLOGY

Do Levels Stack?: No

Notes: You cannot be healed with Healing or Recovery Skill Checks. Craft Skill Checks are required instead. If no Craft Skill Check is made after 1 Healing Period of being injured, mark the Wound as treated but do not attempt to heal it.

You are likely a machine, or partly a machine, and have some advantages over a creature with organic biology. You are immune to certain things that would cause horrible Injuries and Wounds to others.

Level 1: You take no Hazard damage from lack of food or water, suffocation, exposure, disease, poison, or exhaustion. Intimidation Skill Checks against you automatically fail, and you are not prone to any Mental wounds. You gain a Level-1 Bonus Set when performing Falter Rolls.

You gain 1 Rank in Sysops for free (Up to a Maximum of your governing Attribute).

Level 2: You take no Hazard damage from lack of food or water, suffocation, exposure, disease, poison, or exhaustion. Intimidation Skill Checks against you automatically fail, and you are not prone to any Mental attacks. You gain a Level-2 Bonus Set when performing Falter Rolls.

You gain the 1 Rank in Sysops and Hacking for free (Up to a Maximum of your governing Attributes).

Craft Skill Checks to heal you gain a Level-1 Bonus Set.

Level 3: You take no Hazard damage from lack of food or water, suffocation, exposure, disease, poison, or exhaustion. Intimidation Skill Checks against you automatically fail, and you are not prone to any Mental attacks. You gain a Level-3 Bonus Set when performing Falter Rolls.

You gain 1 Rank in Sysops and Hacking for free (Up to a Maximum of your governing Attributes).

Craft Skill Checks to heal you gain a Level-2 Bonus Set. Sysops and Hacking Skill Checks gain a Level-1 Bonus Set.

MAGICAL DAMPENER

Do Levels Stack?: Yes

Magic has a very difficult time working on you.

Notes: You may take this Ancestry Trait multiple times for different types of magic.

Choose either Super Powers or Traditional Magic.

Level 1: When targeted by magic add 1 Hardship to the magical Skill Check.

Level 2: When targeted by magic add 1 Hardship to the magical Skill Check.

Level 3: When targeted by magic add 1 Hardship to the magical Skill Check.

MENTAL FLEXIBILITY

Do Levels Stack?: Yes

You learn freely and there are few limits on what you can learn through education and hard work. This makes advancement easier.

Notes: You may take this Ancestry Trait multiple times for different Attribute categories.

Choose one Attribute category from Physical, Mental, or Social.

Level 1: You do not need to pay the +4 XP cost when raising a Skill Rank from the chosen category equal to the governing Attribute score.

Level 2: The cost of advancing Skill ranks from the chosen category changes to New Rank Total x 3 for you.

Level 3: The cost of purchasing Abilities changes from the chosen category to Ability Cost x 4 for you.

MULTIPLE ARMS

Do Levels Stack?: Yes

You have at least two sets of arms. This is helpful in many circumstances.

Level 1: You may wield four weapons with the One-Handed Quality, two with the Two-Handed Quality, or two with the One-Handed Quality and one with the Two-Handed Quality. You take no penalties for the combat action Off-Hand Attack and take 1 less Hardship for Two-Weapon Attacks.

Level 2: Your additional arms allow you to perform some other tasks with greater efficiency. Add a Level-2 Bonus Set to the chosen Skill when making a Skill Check.

Choose 1 Skill from Hand-to-Hand, Athletics, Polearm, Axes, Bludgeons, Swords, Spears, or Shields.

Level 3: When a Defensive Grappler, you never take any Hardships for Offensive Actions. You may also make Defensive Actions while a Defensive Grappler. You gain a Level-1 Bonus Set on Skill Checks while grappling.

MULTIPLE LEGS

Do Levels Stack?: No

You have at least two sets of legs. This is helpful in many circumstances.

Level 1: Any Skill Checks attempting to trip or maneuver you take 1 Hardship. You take 2 less Movement Impediments when subjected to them. When making a Stamina Skill Check for travel purposes, you gain a Level-1 Bonus set.

Level 2: Any Skill Checks attempting to trip or maneuver you take 2 Hardships. You take 3 Ranks less Movement Impediments when subjected to them. When making a Stamina Skill Check for travel purposes, you gain a Level-2 Bonus set.

Level 3: Any Skill Checks attempting to trip or maneuver you automatically fail. You can never suffer Movement Impediments. When making a Stamina Skill Check for travel purposes, you gain a Level-3 Bonus set.

NATURAL ARMOR

Do Levels Stack?: Yes

Notes: You may take this Ancestry Trait multiple times for different Armor Aspects.

You have a body that has natural armor.

Choose Armor Reduction for Slashing, Piercing, or Bludgeoning.

Level 1: You gain 8 x PL Armor Reduction for the chosen Aspect to all Hit Locations.

Level 2: You gain 8 x PL Armor Reduction for the chosen Aspect to all Hit Locations. The Weapon Qualities Slashing, Piercing, and Crushing do not work on you.

Level 3: You gain 8 x PL Armor Reduction for the chosen Aspect to all Hit Locations. The Equipment Effect Breach does not work on you.

NATURAL WEAPON

Do Levels Stack?: Yes

Notes: This Ancestry Trait may be selected multiple times for different Natural Weapons.

You have a part of your body that serves as a natural weapon. This Weapon does lethal damage, or you may trade Damage for an additional choice at each level.

Level 1: You have a natural weapon with 2 Damage in your chosen Aspect at this level, or an additional Weapon Quality. In addition to your chosen Weapon Qualities, add the Light Quality.

Choose 1: Slashing, Piercing, or Bludgeoning Aspect.
Choose 1: One-Handed or Ranged (6) and No Reload Weapon Qualities
Choose 1: Reach, Mortal, Ranged (Includes No Reload), Grapple, Crushing (Bludgeon Only), Slashing (Slashing Only), or Piercing (Piercing Only).

Level 2: Add 2 damage to your Natural Weapon on the Aspect of choice at this level, or an additional Weapon Quality.

Choose 1: Slashing, Piercing, or Bludgeoning Aspect.
Choose 1: Add Any Weapon Quality, Remove a Quality, or add a Level 1 Equipment Effect.

Level 3: Add 2 damage to your Natural Weapon on the Aspect of choice at this level, or an additional Weapon Quality.

Choose 1: Slashing, Piercing, or Bludgeoning Aspect.
Choose 1: Add Any Weapon Quality, Remove a Quality, or add a Level 1 Equipment Effect (Or Level 2 if advancing the Natural Weapon Level 2 Equipment Effect).

NIMBLE

Do Levels Stack?: No

You perform feats of agility with ease.

Notes: You may take this Ancestry Trait multiple times for different Skills.

Choose one of the following Skills: Acrobatics, Stealth, or Thievery.

Level 1: Gain a Level-2 Bonus Set to all Skill Checks with the chosen Skill. You may also reroll one Skill Check per session, but must take the result of the reroll.

Level 2: Gain a Level-3 Bonus Set to all Skill Checks with the chosen Skill. You may also reroll one Skill Check per session, but must take the result of the reroll.

Level 3: You may automatically succeed at one Skill Check with the associated Skill once per session. If Levels of Success are important, you succeed with 1 Level of Success.

POLYMORPH

Do Levels Stack?: Yes

Notes: You may take this Ancestry Trait multiple times for different forms.

Choose one alternate form.

You may change form to a wholly different non-sentient creature or object not resembling your ancestry.

Level 1: You may change shape into a creature or object equal to your Size score as an Interact Action for 10 AP in combat, or 30 minutes out of combat. When polymorphed, you take on the Physical and Social Attribute scores, Skills, Abilities, and Ancestry Traits of the object or creature in question. Your previous Physical and Social Attributes, Skills, Ancestry Traits (besides Polymorph), and all non-mental abilities are not used until your return to your real form.

All items carried are incorporated in the polymorph, changing shape with you, and returning after you return to your natural form.

If you wish to return to your real form before 10 AP, you may do so with a Free Action.

Level 2: The duration of Polymorph is now 15 AP in combat or 4 hours out of combat.

Level 3: The duration of Polymorph is now 20 AP in combat or 8 hours out of combat. You may also Polymorph into objects +1 or -1 your Size score.

Your form may take on a "hybrid" appearance if you desire. When doing so, you retain all Skills, Physical Abilities, and Ancestry Traits of your real form, as well as your polymorphed form. If there is overlap of Skill Ranks, Ancestry Trait levels, or Abilities take the highest. If your Skill Rank would be greater than your polymorphed Attribute, cap it at the governing Attribute as usual.

POWERED

Do Levels Stack?: Yes

You excel at one type of power, making it very difficult to resist.

Notes: You may take this Ancestry Trait multiple times for different Magical Schools.

Choose one magical school.

Level 1: When targeting a character with a Power, any Skill Check for resistance takes 1 Hardship.

Level 2: Powers from your chosen Magical School cannot Surge.

Level 3: Powers activated from your chosen Magical School cannot be Dispelled for any reason.

REGENERATION

Do Levels Stack?: No

Your body automatically heals itself after taking Wounds and Injuries.

Level 1: On your next turn after suffering a physical Injury, make a Challenging Recovery Skill Check to heal it. For every 10 Levels of Success you succeed by, heal another Injury. This is a Free Action and is completed automatically.

When you are subject to any Healing Skill Check, you gain a Level-1 Bonus Set to that Skill Check regardless of the source.

Level 2: On your next turn after suffering a physical Wound, make a Recovery Skill Check to heal it. It is not checked as treated. Do not apply Wound Hardships to this Skill Check. For every 10 Levels of Success you succeed by, heal an Injury as well. This is a Free Action and is completed automatically.

If you suffer more than 1 physical Wound in between turns, attempt to heal the Wound with the lowest Levels of Success only. When you are subject to any Healing Skill Check, you gain a Level-2 Bonus Set to that Skill Check regardless of the source.

Level 3: On your next turn after suffering a physical Wound, make a Recovery Skill Check to heal it. Add your END Score + PL as a Pre-Roll Modifier. It is not checked as treated. Do not apply Wound Hardships to this Skill Check. For every 10 Levels of Success you succeed by, heal an Injury as well. This is a Free Action and is completed automatically.

If you suffer more than 1 physical Wound in between turns, attempt to heal the Wound with the lowest Levels of Success only. When you are subject to any Healing Skill Check, you gain a Level-3 Bonus Set to that Skill Check regardless of the source.

REINCARNATION

Do Levels Stack?: No

If you are killed, you can be reborn at a cost.

Level 1: You may burn 1 Fate Point after your character dies and rise again in a time-frame determined by the GM. Remove all Wounds. Any Attributes that were 0 become 1 instead, but any other Wound Effects are not removed.

Lower the highest Attribute Score in the Physical, Mental, and Social categories permanently. If there are ties, the GM decides which Attribute's Scores are lowered.

Level 2: You may burn 1 Fate Point after your character dies and rise again in a time-frame determined by the GM. Any Attributes that were 0 become 1 instead. Remove all Wounds, but any other Wound Effects are not removed.

Lower the highest Attribute Score in two of the Physical, Mental, or Social Attributes categories permanently. Choose the two Attribute categories with the lowest amount of Skill Ranks. If there are ties, the GM decides which Attribute's Scores are lowered.

Level 3: You may burn 1 Fate Point after your character dies and rise again in a time-frame determined by the GM. Any Attributes that were 0 become 1 instead. Remove all Wounds, but any other Wound Effects are not removed.

Lower the highest Attribute Score in the Physical, Mental, or Social Attributes categories permanently. Choose the Attribute categories with the lowest amount of Skill Ranks. If there are ties, the GM decides which Attribute's Score are lowered.

SELF TRANSMUTE

Do Levels Stack?: No

You may alter your physiology to increase certain aspects of yourself while decreasing others.

Notes: You may take this Ancestry Trait multiple times for different Attributes.

Choose one Attribute to raise, and one to lower.

Level 1: In combat, use the Interact Action to raise 1 Attribute by 1, and lower 1 Attribute in the same Attribute Category by 1. You may not lower an Attribute below 1, and if this Trait would cause this to occur, you may not use it. This lasts for 10 AP in combat and 10 minutes out of combat.

Level 2: In combat, use the Interact Action to raise 1 Attribute by 2, and lower 1 Attribute in the same Attribute Category by 2. You may not lower an Attribute below 1, and if this Trait would cause this to occur, you many not use it. This lasts for 10 AP in combat and 10 minutes out of combat.

Level 3: In combat, use the Interact Action to raise 1 Attribute by 3, and lower 1 Attribute in the same Attribute Category by 3. You may not lower an Attribute below 1, and if this Trait would cause this to occur, you many not use it. This lasts for 10 AP in combat and 10 minutes out of combat.

SMALL

Do Levels Stack?: No

You are extremely small compared to the average creature in your environment. You gain certain benefits, but also take certain drawbacks against other creatures with the same Size Rating.

You have no extra bonuses or disadvantages against Size scores greater than your own. To creatures significantly larger than your species, it does not matter if you are slightly smaller than your own kind.

Level 1: You add +1 x PL Base Defense against any attacks from a creature of your own Size Rating without the Small Trait.

Hand-to-Hand and melee Weapons you use reduce Post-Roll Modifiers by 2 for damage on Slashing, Piercing, or Bludgeoning Aspects against creatures with the same Size score without the Small ancestry Trait.

Level 2: You add +2 x PL Base Defense against any attacks from a creature of your own Size Rating without the Small Trait.

Hand-to-Hand and Melee Weapons you use reduce Post-Roll Modifiers by 1 for damage on Slashing, Piercing, or Bludgeoning Aspects against creatures with the same Size score without the Small ancestry Trait.

Level 3: You add +3 x PL Base Defense against any attacks from a creature of your own Size Rating without the Small Trait.

Hand-to-Hand and Melee Weapons you use do the listed damage for Post-Roll Modifiers on Slashing, Piercing, or Bludgeoning Aspects against creatures with the same Size score without the Small ancestry Trait.

SOCIAL CREATURE

Do Levels Stack?: No

Your kind is very social and are quite easily able to use social Skills to your advantage.

Notes: You may take this Ancestry Trait multiple times for different Attributes.

Choose one from the following Attributes: Communications, Presence, Empathy, or Influence.

Level 1: You may treat all Skills governed by this Attribute as if they were a trained Skill. You gain a Level-0 Bonus Set on all Skill Checks made with the chosen Attribute.

Level 2: You may treat all Skills governed by this Attribute as if they were a trained Skill. You may spend a Fate Point to add +10 x PL as a Pre-Roll modifier to any Skill Check governed by the chosen Attribute once per session.

Level 3: You may treat all Skills governed by this Attribute as if they were a trained Skill. You may automatically succeed a Skill Check governed by the chosen Attribute with 1 Levels of Success once per session

STUBBORN

Do Levels Stack?: No

Your people are difficult to convince when they initially disagree with something. You are also naturally suspicious.

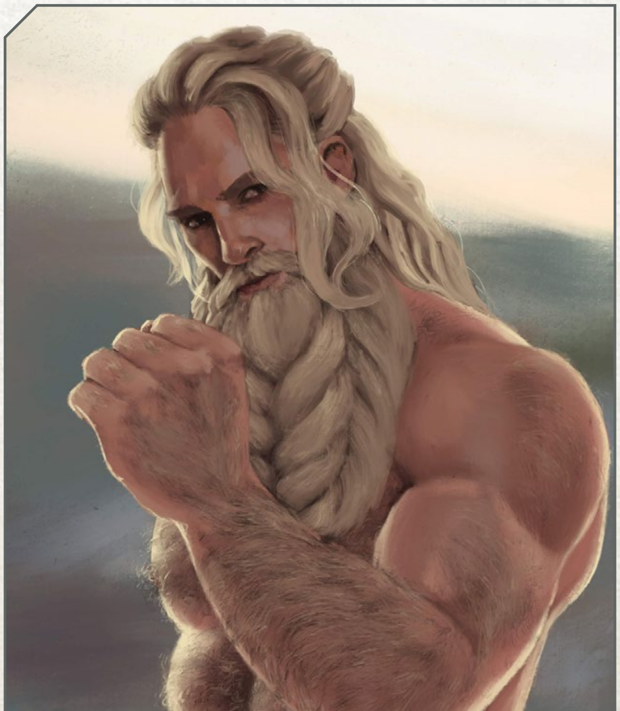
Notes: You may take this Ancestry Trait multiple times for different Skills.

Choose one from the following Skills: Fortitude, Courage, or Read Person.

Level 1: Add your WILL x PL to your selected Skill as a Pre-Roll Modifier. When you spend a Fate Point for adding Benefits to this Skill, you may add an additional Level-0 Bonus Set. If your game does not use Fate Points, you may add Benefits as if using a Fate Point once per session to this Skill Check.

Level 2: Add your WILL x PL to your selected Skill as a Pre-Roll Modifier. When you spend a Fate Point for adding Benefits to this Skill, you may add an additional Level-1 Bonus Set. If your game does not use Fate Points, you may add Benefits as if using a Fate Point once per session to this Skill Check.

Level 3: You may reroll your chosen Skill Checks a number of times equal to the Skill Rank per session. You must take the result of the second roll.



Terrifying Form

Do Levels Stack?: No

You look like a monster, alien, or something completely foreign and terrifying.

Level 1: Upon seeing you, creatures suffer a Rank 3 Fear Hazard (Persistent on Success) resisted by a Courage Skill Check. In addition to taking Mental Wounds, creatures that fail their initial Courage Skill Check flee on their next turn if able, using the Run Action for 3 AP or 3 minutes (Out of Combat). They disregard any Engagement (and allow Opportunity Attacks) so long as they distance themselves from you.

They continue to use the Run Action for 3 AP (or 3 minutes) each turn until the effect ends, or they succeed on their Courage Skill Check.

Once discovered, if you remain in the same region for over twenty-four hours, two Rank 5 Mobs determined by the GM, seek you out to kill you. They are subject to the Fear Effects. Every additional day, add 1 Rank 5 Mob to the original total. That new total seeks your death, regardless of the outcome of previous encounters (unless you have been killed).

Level 2: Instead of a Rank 3 Fear Hazard (Persistent on Success), use a Rank 4 Fear Hazard (Persistent on Success).

Creatures that fail their initial Courage Skill Check flee on their next turn if able, using the Run Action for 4 AP or 4 minutes (Out of Combat).

They continue to use the Run Action for 4 AP (or 4 minutes) each turn until the effect ends, or they succeed on their Courage Skill Check.

Two Rank 5 Mobs try to find and kill you. Every additional day, add 1 Rank 5 Mob to the original total.

Level 3: Instead of a Rank 4 Fear Hazard (Persistent on Success), use a Rank 5 Fear Hazard (Persistent on Success). Creatures that fail their initial Courage Skill Check flee on their next turn if able, using the Run Action for 5 AP or 5 minutes (Out of Combat).

They continue to use the Run Action for 5 AP (or 5 minutes) each turn until the effect ends, or they succeed on their Courage Skill Check.

Three Rank 5 Mobs try to find and kill you. Every additional day, add 1 Rank 5 Mob to the original total.

Tough

Do Levels Stack?: Yes

Your will overcomes physical struggles.

Notes: You may take this Ancestry Trait multiple times for different roll types.

Choose either Death Rolls or Falter Rolls.

Level 1: Add your END x PL to Falter Rolls or Death Rolls.

Level 2: Add your END x PL to Falter Rolls or Death Rolls.

Level 3: You automatically succeed against Falter Rolls or Death Rolls with 1 Level of Success once per session..

TRANSFERENCE

Do Levels Stack?: No

You transfer your Traits to another creature. You must choose a specific method of delivery to transfer your Traits and a Skill to Oppose this Trait. The GM decides what is appropriate.

Notes: You may take this Ancestry Trait multiple times for different delivery methods.

- Choose a delivery method and Skill to Oppose it.

Level 1: You may transfer all Level-1 ancestry Traits you have, including this one, to another character by satisfying your method of delivery as determined suitable by the GM. You must also transfer all flaws the GM feels relevant to the situation.

The defender may make a Hard Skill Check from the opposing Skill to stop the transfer. You may not try to transfer again for 1 Healing Period, and additional attempts to oppose this Trait are granted a Level-3 Bonus Set.

Level 2: You may transfer all Level-2 ancestry Traits you have, including this one, to another character by satisfying your method of delivery as determined suitable by the GM. You must also transfer all flaws the GM feels relevant to the situation.

The defender may make a Hard Skill Check from the opposing Skill to stop the transfer. You may not try to transfer again for 1 Healing Period, and additional attempts to oppose this Trait are granted a Level-2 Bonus Set.

Level 3: You may transfer all Level-3 ancestry Traits you have, including this one, to another character by satisfying your method of delivery as determined suitable by the GM. You must also transfer all flaws the GM feels relevant to the situation.

The defender may make a Hard Skill Check from the opposing Skill to stop the transfer. You may not try to transfer again for 1 Healing Period, and additional attempts to oppose this Trait are grant a Level-1 Bonus Set.

UNAGING

Do Levels Stack?: Yes

You do not age like normal creatures. You age slowly or not at all, even to the point of immortality in some cases.

Level 1: Add your KNO x PL score as a Pre-Roll Modifier to the Skill Checks of your selected Skills. You remove 1 Hazard Rank when suffering from disease. You age extremely slowly for your ancestry.

- Choose 1 Skill from the following: Survival, Sciences, Lore, Career, Rhetoric, Read Person, Streetwise, Status, or Stewardship.

Level 2: Add your KNO x PL score as a Pre-Roll Modifier to the Skill Checks of your selected Skills. You remove 1 Hazard Ranks when suffering from disease. You age extremely slowly for your ancestry.

- Choose 1 Skill from the following: Survival, Sciences, Lore, Career, Rhetoric, Read Person, Streetwise, Status, or Stewardship.

Level 3: Add your KNO x PL score as a Pre-Roll Modifier to the Skill Checks of your selected Skills. You remove 1 Hazard Ranks when suffering from disease. You never age or die from natural causes.

- Choose 1 Skill from the following: Survival, Sciences, Lore, Career, Rhetoric, Read Person, Streetwise, Status, or Stewardship.

UNDEAD

Do Levels Stack?: No

You are unliving. There are perks and drawbacks to this condition. PCs are always sentient.

Level 1: You do not breathe, bleed, eat, reproduce, or perform any similar functions. Any Hazards that would cause damage due to lack of these basics do no damage to you. You are never impeded by fatigue or encumbrance. You never Falter from Wounds or for any other reason. Undead characters never suffer Mental Damage, and any effect that is resistance by Courage automatically fails against undead.

You can hide your condition with a successful Challenging Acting Skill Check. Under most circumstances, if others know of your condition, you take 1 Hardship to any Communication Skill Check to influence others.

Level 2: Your flesh stinks of rot and decay, but you gain immunity to pain. You take no Pre-Roll Modifier penalties for Injuries. Any Hazards that would cause damage due to lack of these basics do no damage to you. You are never impeded by fatigue or encumbrance. You never Falter from Wounds or for any other reason. Those that realize you are undead immediately suffer the effects of a Rank 2 Hazard from Fear, resisted by a Courage Skill Check. Undead characters never suffer Mental Damage, and any effect that is resistance by Courage automatically fails against undead.

You cannot hide your condition no matter what you do. You take 2 Hardships on any Communications Skill Check.

Level 3: You are an obvious skeleton or zombie. You take no Pre-Roll Modifier penalties for Injuries, and you never suffer Hardships from Wounds. Any Hazards that would cause damage due to lack of these basics do no damage to you. You are never impeded by fatigue or encumbrance. You never Falter from Wounds or for any other reason. Those that realize you are undead immediately suffer the effects of a Rank 3 Hazard from Fear, resisted by a Courage Skill Check. Undead characters never suffer Mental Damage, and any effect that is resistance by Courage automatically fails against undead.

You cannot hide your condition no matter what you do. All Communication Skill Checks automatically fail.

UNNATURAL BEAUTY

Do Levels Stack?: No

Your kind has an otherworldly beauty which can be enchanting and intimidating to others, both to your ancestry and others.

Notes: You may take this Ancestry Trait multiple times for different Skills.

Choose one Skill: Seduce, Intimidation, Persuasion, Deception, or Rhetoric.

Level 1: Add a Level-1 Bonus Set to your chosen Skill. Individuals are compelled to speak with you when they may not otherwise. When someone actively opposes your Skill Check any 10s rolled on a die do not explode.

Level 2: Add a Level-2 Bonus Set to your chosen Skill. Individuals are compelled to speak with you when they may not otherwise. When you are defender in an Opposed Skill Check using your chosen Skill, their Skill Check takes 1 Hardship.

When someone actively opposes your Skill Check any 10s rolled on a die do not explode.

Level 3: Add a Level-3 Bonus Set to your chosen Skill. Individuals are compelled to speak with you when they may not otherwise. When you are defender in an Opposed Skill Check using your chosen Skill, their Skill Check takes 1 Hardship.

When someone actively opposes your Skill Check any 10s rolled on a die do not explode. You may reroll Skill Checks from your chosen Skill once per session.

UNNATURAL SENSE

Do Levels Stack?: Yes

One of your five senses is enhanced greater than other creatures.

Notes: You may take this Ancestry Trait multiple times for different senses.

Choose one of the following senses: Sight, Hearing, Touch, Smell, or Taste.

Level 1: You use your sense to perceive things around you in such a way where you are not affected by Sensory Impediments as much as others. Lower the Sensory Impediment level by 1, to a minimum of 0.

Level 2: You use your sense to perceive things around you in such a way where you are not affected by Sensory Impediments as much as others. Lower the Sensory Impediment level by 1, to a minimum of 0.

Level 3: You use your sense to perceive things around you in such a way where you are not affected by Sensory Impediments as much as others. Lower the Sensory Impediment level by 1, to a minimum of 0.

ZERO-G

Do Levels Stack?: Yes

You are not impacted by the deadly rigors of space, including, but not limited to, breathing, exposure, pressure, low gravity, etc.

Level 1: You take no hazards in regards to the environment of space.

Level 2: You move incredibly well in a Zero-G environment. Increase your Speed score by +1 while in Zero-G. You retain your same method of movement as normal.

Level 3: You are able to leverage Zero-G to suit your purposes. You gain a Level-3 Bonus Set for all rolls with your chosen Skill while in Zero-G.

Choose 1 Agility Skill.

FLAWS

Flaws are problematic details about characters that impact them negatively. The GM ultimately assigns Flaw levels to characters, but for PCs they do so with input from the player. Flaws should be granted to characters based on the character's background and personality.

Most flaws have no prerequisite and are taken individually.

Flaw Levels

Each Flaw has a Flaw Level, which represents how impactful it is. The Flaw Level is notated with each Flaw. The GM assigns Flaw Levels, not necessarily individual Flaws.

Applying Flaws in Play

It is up to the GM's desertion as to how and when to apply Flaws. A Flaw gives guidance for a character in play, and should impact that character in a negative way. However, some situations leave leeway on how and if a Flaw is applied.

EXAMPLE

A character with the Bloodlust Flaw may usually leave no survivors. However, compelling conversations by allies, perhaps with successful Persuasion Skill Checks, may convince the rage-filled character to act in opposition to their nature.

PHYSICAL FLAWS

Physical Flaws are those that impact your body.

ALTERNATE HEALING [1]

You must satisfy a specific parameter to be healed. You cannot be healed without this detail being met. Examples are only being healed while drinking blood, holding a holy relic, etc.

CLUMSY [1]

You are awkward with some movements. Take 1 Hardship on all Agility-based Skill Checks.

DISEASED [1]

You have a sickness that impacts your everyday life. Choose one Attribute, any Skill Checks using that Attribute take 1 Hardship.

DISEASED, MORTAL [3]

You have a sickness that will one day kill you unless cured. Choose one Attribute, any Skill Checks using that Attribute take 1 Hardship. Make a Rank 4 Hazard roll Resisted by Stamina with Other Damage once every Healing Period. This can be mental or physical, depending on the Attribute in question.

DOOMED [1]

You believe you are doomed to die. When you make a Death Roll, do so with a -3 Pre-Roll Modifier. You may not take any Ability that gives you any bonuses to Death Rolls.

HARD TO HEAL [1]

You are difficult to heal due to some physical condition. Any Skill Check to heal your wounds suffers 1 Hardship.

LOUD [1]

You are very loud and perform poorly at anything that requires you to move quietly. You take 1 Hardship to Stealth and Thievery Skill Checks.

LOW PAIN THRESHOLD [1]

You are impacted greatly by pain. Take 1 Hardship on Falter Rolls.

OBESE [1]

You are a large individual. You may not have a Speed greater than 1, and you must spend an extra 2 CP for any armor you purchase.

OLD [1]

You are an advanced age for your ancestry. You take 1 Hardship to all Endurance based Skill Checks.

SENSITIVITY [1]

You are extremely sensitive to a certain object, material, etc. Choose this item, and whenever you are exposed to it, take 1 Hardship to all Skill Checks.

SENSITIVITY, EXTREME [3]

You are extremely sensitive to a certain object, material, etc. Choose this item, and whenever you are exposed to it, make a Death Roll against 20 (PL 1), 30 (PL 2), or 40 (PL 3) immediately. You need only make 1 Death Roll per scene, as determined by the GM.

SICKLY [1]

You are often ill and prone to sickness. Whenever you are required to make a Recovery or Stamina Skill Check, do so with 1 Hardship.

SLOW [1]

You move slowly. Whenever you use a Movement Action, you spend an additional 1 AP. When using Acrobatics or Athletics for movement outside of combat you suffer 1 Hardship to those Skill Checks.

VULNERABLE [2]

You are vulnerable to a certain type of damage. Choose a location and a Damage Aspect to represent the damage type and location where you are Vulnerable. Choose a descriptor for the damage, such as silver, wooden, etc, that represents the final category of the vulnerability.

When you sustain damage as described above, and in response are forced to make a Death Roll for any reason, take 1 Hardship to that Death Roll.

MENTAL FLAWS

Mental Flaws are those that impact your mind.

ADDICTION [1]

You are addicted to a substance or activity. The GM, with your input, will decide what the source of the addiction is.

Whenever you are in the presence of this source you must spend a significant amount of energy, focus, and time in order to partake in that activity. If you do not, you take 1 Hardship to all actions until you are able to satisfy your addiction.

AMNESIA [2]

You do not remember your past. You remember no details past a certain time, and remembering new information is very difficult. When spending XP, Skills cost x 5 and Abilities cost x 6.

BAD SENSE [1]

Choose one of the 5 senses, Sight, Tough, Hearing, Smell, or Taste. When using that sense you gain 1 Sensory Impediment to any applicable Skill Check.

BLOODLUST [1]

In combat you have difficulty sparing the life of the vanquished, and will never surrender even if it means your death.

In a situation where Bloodlust applies, you will most likely never give quarter. Skill Checks to compel you to surrender never succeed.

BLIND [3]

You cannot see. You take 4 ranks of Sight Sensory Impediments. Any Skill Check that requires sight automatically fails.

COWARD [1]

You are deathly afraid of situations that could be dangerous. You take 1 Hardship to all Skill Checks until the source of the danger is no longer present. You automatically fail Courage Skill Checks.

DELUSION [1]

You have a belief that is clearly not true, or at least believed to be false by a majority of people you interact with. You take 1 Hardship to Read Person and Etiquette Skill Checks.

DISORDER [1]

You are an unstable individual. The exact nature of the disorder is up to the GM and player, but it causes you great difficulty in normal everyday life.

While actively dealing with your disorder, you take 1 Hardship to all applicable Skill Checks. The GM may choose to trigger your disorder once per session, and how the disorder is mitigated is up to the GM.

DITHER [1]

You are slow to act. You take 1 Hardship to all Initiative rolls.

EASILY COWED [1]

You are easily intimidated and are unable to intimidate others. You take 1 Hardship to make any Intimidation Skill Check or any Skill Check to resist an Intimidation Skill Check.

HAUNTED [1]

You are haunted by an occurrence from your past. Whenever you are reminded about this in any way, you despair. You immediately are subject to a Rank 3 mental Hazard resisted by Fortitude.

ILLITERATE [1]

You cannot read or write any language. This is a valid Flaw for any setting where reading is commonplace.

INSATIABLE [1]

You are easily seduced. You take 1 Hardship on any Skill Check to resist seduction.

KLEPTOMANIAC [1]

You love to take things that are not yours, even if you do not need it or have a particular use for it. Whenever there is an opportunity to do so, you will steal something.

KNOWLEDGE AT ALL COSTS [1]

Notes: Choose Lore, Phenomenon, Science, or Technology

Whenever faced with a new lore, phenomenon, science, or technology unknown to you, you become obsessed with it until its mysteries are revealed. Once per session, if a task would draw you away from your obsession you take 1 Hardship on all other Mental Skill Checks for the rest of the session as you are heavily distracted.

LIAR [1]

You lie at every opportunity for the slightest of reasons. You must succeed at a Hard Fortitude Skill Check in order to tell the truth or not make up a lie in most social situations.

MAGICAL LIMITATION [1*]

Notes: Select 1 Spell or Power. This flaw does not allow you to select an Ancestry Trait Level. This should only be selected in Character Creation as a character's baseline Flaw.

The selected Power or Spell has some sort of limitation when using it. The details of the limitation are up to the GM and player to decide. These limitations should not be mechanical in nature.

EXAMPLE

You can only use a Power at night, you must wear a holy symbol to use, your Spell only affects effects biological creatures, etc.

MUTE [3]

You have limited or no ability for vocalized communication. Skill Checks that require vocalized speech automatically fail.

NERVOUS [1]

When your character is under severe stress, you suffer 1 Hardship to all Skill Checks until you can rest away from the source of your anxiety.

OVERCONFIDENT [1]

You are supremely confident in your abilities in almost any situation. You always take the quickest and most direct method of solving the problem.

PACIFISM [1]

You are highly averse to injuring others and it can cause you psychological horror to do so. Whenever you kill a sentient creature, immediately make a Fortitude Skill Check against the Total Success Value of your attack. If you fail, take Mental damage equal to your Levels of Failure of your Skill Check.

SHELL SHOCKED [2]

You have seen a lot and get jumpy when things are dangerous. In combat, all actions take +1 AP to complete. If this would cause an action to take 6 AP, you cannot complete the action.

TIMID [1]

You are cautious and always look for the safest route to solve a problem. You take the least dangerous choice in almost every situation.

YOUNG [1]

You are very young for your ancestry. You take 1 Hardships to all Knowledge based Skill Checks.

SOCIAL FLAWS

Social Flaws are those that impact you in the eyes of the communities around you.

ANGRY [1]

You are an angry person, and using any tactful behavior to solve social situations is difficult. Whenever you attempt to use any COM Skill, apply 1 Hardship to that Skill Check.

Center of Your World [1]

There is someone or something that means more to you than anything. You will sacrifice your own life for this object, and any time it is threatened you will do whatever you can to protect it. If this object ever suffers harm and you are aware of it, you immediately suffer a Rank 4 Hazard of Mental damage.

Code of Behavior [1]

You have a personal code that you live by and deviating from that code brings you great misfortune. Determine a code of honor, if you break that code you take 1 Hardship on all Social Skill Checks until you atone for your sins.

Example

Codes of Behavior can be things such as, “Always aide a person in distress,” “Never tell a lie,” “Tithe at every church you cross,” etc.

Criminal [1]

You are a criminal wanted by authorities for arrest. You could be guilty or you could be innocent.

The GM may roll a 1d10, and on a 9 or 10 law enforcement can cause trouble for you in the upcoming session. The GM is encouraged to keep the roll result secret.

Cultural Naivete [2]

You do not quite understand the cultural and social structure of the place in which you live. This could be for various reasons, but it causes you difficulty integrating with your surroundings.

You automatically fail when attempting to ascertain social and cultural contexts of the people you live amongst. This typically impacts some uses of the Skills Investigate, Read Person, Streetwise, and Etiquette.

Debt [1]

You owe someone money. This flaw may be paid off with 10 CP x PL. You must repay at least (1 x PL) CP per session or face serious consequences as determined by the GM.

Disturbing Appearance [1]

You have an appearance that others find off-putting. Any COM or PRE Skill [except Intimidation] takes 1 Hardship when interacting with others, but Seduce Skill Checks automatically fail. Intimidation Skill Checks again a Level-1 Bonus Set.

Emotionally Stunted [1]

You are unable to understand and relate to the emotions of others. Take 1 Hardship when you make Read Person or Streetwise Skill Checks.

Ire of Animals [1]

Animals do not like you and react badly when you are near. Your Animal Handling Skill Checks automatically fail. After a prolonged presence to an animal, they will attempt to flee from you or attack you, depending on the animal.

You may never use a mount and allied mounts are difficult to control. Allies with mounts take 1 Hardship on all Skill Checks when near you.

Lost Love [1]

You have lost someone in your life. This can occur from the loss of a relative, a romantic love, a platonic love, etc. You are often troubled by thoughts of your loss and taken by waves of sadness. Whenever reminded of your loss you take 1 Hardship on Mental Skill Checks for the remainder of the session.

Naive [1]

You are gullible and easily persuaded. All COM Based Skill Checks against you receive a Level-1 Bonus Set.

Minimalist [1]

You do not believe in material things beyond what you need to survive. You may never own an item that costs more than 4 CP.

Nemesis I [1]

Your character has a powerful enemy that will do anything to cause your downfall. This could be murder, capture, or something else appropriate to the setting. Your Nemesis goes through character creation as the same PL you are.

The GM may roll a 1d10, and on a 9 or 10 your Nemesis can cause trouble for you in the upcoming session. The GM is encouraged to keep the roll result secret.

Nemesis II [2]

Your character has a powerful enemy that will do anything to cause your downfall. This could be murder, capture, or something else appropriate to the setting. Your Nemesis goes through character creation as if 1 PL higher than you are.

The GM may roll a 1d10, and on a 9 or 10 your Nemesis can cause trouble for you in the upcoming session. The GM is encouraged to keep the roll result secret.

Obligation [1]

You have an obligation to a certain group or individual. If you shrink from these obligations a great many tragedies can befall you. If you ever ignore your obligation, a group will continually attempt to force you to honor your obligation by any means possible, as determined by the GM.

Outcast [1]

You are a social pariah of your society and are treated with disdain. You take 1 Hardship on all INF and COM based Skill Checks when dealing with members of your society that have an INF score equal to or greater than you.

Peacock [1]

You are a social person and find it nearly impossible to keep to yourself and not carouse with others, or keep your identity secret. Stealth Skill Checks take 1 Hardship. Acting Skill Checks to disguise yourself automatically fail.

Poor [1]

Subtract 10 from your starting CP to a minimum of 0.

Prejudice [1]

You have feelings of dislike or hatred for a certain group of people. These feelings could be rational or not, but cause you to act hostile to those in question. You always treat the target of your prejudice with disdain or worse.

Selfish [1]

You are self-centered and do not go out on a limb for others. Whenever presented with a task to help others that does not obviously help yourself as well, you always ask "what's in it for you?" Refuse to participate if it doesn't benefit you significantly.

Shy [1]

You are bashful around other people. You take 1 Hardship on all COM-based Skill Checks.

Troublemaker [1]

You have a tendency to get into trouble. This can cause various issues for you, but whenever you see an opportunity to break the law, your cultural norms, or social niceties you usually do it.

Truthful [1]

You always tell the truth. Attempts to use the Deception Skill Check always fail.

Fate Flaws

Fate Flaws are those that impact your connection with the supernatural.

Cursed [3]

You are cursed. Any Skill Check you make suffers from 1 Hardship.

Destiny [2]

Notes: Work with the PC to determine this Flaw.

You have a destiny that guides you. Any time you take an action that would lead you from that path, you suffer 1 Hardship on all Skill Checks until you willfully make a choice to return to your destiny.

Fateless [2]

Prerequisite: Fate score 1+.

You may never spend or burn Fate Points.

Wild Caster [2]

Prerequisite: Focus Rank 1+.

When you calculate Surge, do so as if your Focus Skill was 1 less.

Weak Caster [2]

Prerequisite: Magic User Ability.

You add one extra Spell Dice when casting spells that grants no increased spell effect.

GENERAL FLAWS

General Flaws are those that are generic in nature.

ANCESTRY LIMITATION [1*]

Notes: Select 1 Ancestry Trait. This flaw does not allow you to select an Ancestry Trait Level. This should only be selected in Character Creation as a character's baseline Flaw.

The selected Ancestry Trait has some sort of limitation when using it. The details of the limitation are up to the GM and player to decide. These limitations should not be mechanical in nature. Examples include: Can only use the Ancestry Trait during the day, etc.

INEPT [1]

You do particularly poorly with a specific Skill. Select a Skill that is affected. When making a Skill Check with this Skill, you always fail.

PERMANENT WOUND I - MINOR [1]

Note: Minor wounds that become permanent apply this Flaw per Attribute.

You have a minor wound that cannot be healed. You may gain this Flaw if a Treated Wound fails to be healed properly. This can be a Physical or Mental Wound. Apply a -3 Pre-Roll Modifier to any roll associated with the Attributes in question. If this Flaw was chosen by the GM at character creation, the GM should apply this to only 1 Attribute. Normal healing is unable to heal this wound, no matter what is attempted.

PERMANENT WOUND II - SERIOUS [2]

Note: Serious wounds that become permanent apply this Flaw per Attribute.

You have a serious wound that cannot be healed. You may gain this Flaw if a Treated Wound fails to be healed properly. This can be a Physical or Mental Wound. Reduce the associated Attributes by 1. If this Flaw was chosen by the GM at character creation, the GM should apply this to only 1 Attribute. Normal healing is unable to heal this wound, no matter what is attempted.

This Flaw cannot lower an Attribute to 0 at character creation. If it would, the GM may not assign it.

PERMANENT WOUND III - CRITICAL [3]

Note: Critical wounds that become permanent apply this Flaw per Attribute.

You have a critical wound that cannot be healed. You may gain this Flaw if a Treated Wound fails to be healed properly. This can be a Physical or Mental Wound. Reduce the associated Attributes by 2. If this Flaw was chosen by the GM at character creation, the GM should apply this to only 1 Attribute. Normal healing is unable to heal this wound, no matter what is attempted.

This Flaw cannot lower an Attribute to 0 at character creation. If it would, the GM may not assign it.

SECRET [1]

You have a terrible secret that if exposed would ruin your life. The GM and player should detail what this secret is, and the GM should consider what the consequences of the secret are.

UNLUCKY [2]

You are not a lucky person. When making Skill Checks your 10s may only explode once.

COMBAT

Combat is a deadly enterprise and should never be taken lightly. Combat is second nature in other role-playing games and sometimes never feared due to generous amounts of hit points. Engaging in combat in *Heroes & Hardships* may end up with your character dead or severely wounded. That being said, sometimes combat is unavoidable, and many specialize in these deadly skills to prevent their own demise.

Combat Basics

Heroes & Hardships uses the same basic system in combat that it does with all other Skill Checks. Characters will form dice pools, apply Benefits and Hardships, add Pre and Post-Roll Modifiers, and determine Levels of Success. There are more details when combat occurs, but the basic premise of rolling is the same.

In *Heroes & Hardships* there are no hit points. The main factor of determining characters' health are Injuries and Wounds.

The Combat Scene

Heroes & Hardships does not use a combat round concept. As you read the rules of combat, think of combat as a line. Characters will be moved along the line with each action they commit taking a certain amount of Action Points (APs). These APs represent an abstract amount of time. If you would like to measure time in combat, consider each AP to take 1 second to complete. Each time a character acts, this is considered the character's Turn. The longer it takes to complete an action, the more APs it requires. Characters committing to quicker Actions will act more often than those using Actions that cost a greater number of AP.

Initiative

When combat starts, each character makes an Initiative roll. Initiative is determined by a Reactions Skill Check and modified by any Benefits, Hardships, or Modifiers. Initiative signifies the character that initially acts first. Each character makes their first action in order based on their initiative rank.

If there is a tie, compare Senses first. Whoever has a higher Senses Attribute acts first within the tied characters and proceeds in order if more than two characters are tied. If there is still a tie, compare the Reaction Skill Rank and proceed as with Senses. If after comparing both Senses and Reaction there is still a tie, roll a d10 for each character still tied until there is a tiebreaker. The highest roll is the winner.

The Combat Track

After Initiative is rolled, the order of the first turn is set. When a character chooses their combat action, they note the AP cost of the action. When performing the action, they move down the Combat Track the number of APs that action costs.

The character with the lowest AP performs their turn next. If two characters have the same AP value, the character with the highest initiative acts first. If there still is a tie, break the tie as described under Initiative above.

Example

Yang, Jason's character, completes the Standard Attack action, which costs 3 AP. He moves down the Combat Track by 3 AP. Yang is now at an AP Rank of 3 on the Combat Track.

Actions will continuously increase AP past other characters on the Combat Track. Characters may not start their action before a previous character's action completes unless stated otherwise.

Example

Yang is currently at AP Rank 3. He attacks Yin with his katana. This puts him at AP Rank 6, which passes Yin's AP Rank of 4. Even though Yang's ending AP Rank is higher than Yin's, she may not interrupt his action.

TRACKING AP

There is no one way that you can track AP at the table. However, all characters' AP must be visible to every person at the table. This includes NPCs controlled by the GM. It is very important to track other characters' AP in order to plan your own actions.

The easiest way to track APs is for each player to write down their character's current AP and place it in front of them. The GM must do this for each NPC involved in the combat.

AP Tracking Table & Other Methods

The GM can also do things such as create circular punchouts with different numbers or even placards with the totals displayed. Tracking AP can be as easy or fancy as a group wants to make it, and during online play it can be systematically tracked by whatever Virtual Table Top or program being used.

You can also use the AP Tracking Table below. Place the character name under Name, their current AP under AP, and their rolled Initiative under Initiative. Make sure to use a pencil as the AP value will change often. Cross off any defeated enemies and keep this table accessible to all players for quick reference.

AP TRACKER

Name	AP	Initiative

MELEE COMBAT

Heroes & Hardships attempts to simulate combat and gives many options for Actions to be used in combat.

There are several Actions that apply Attacking or Defending in different ways. Discussion on each specific Action is not required to understand the general principles of combat. During their Turn, a player can attack by targeting a character who then defends.

ATTACKING

A player that wishes their character to make an attack determines what sort of Action they will use.

This character is now identified as the Attacker. Once decided, they can determine what dice pool to form based on the Offensive Action and Skill chosen. The Attacker makes a Skill Check including any Benefits, Hardships, or Pre-Roll Modifiers as usual.

The total of this Skill Check is called the Base Attack Value (BAV).

The character immediately advances down the Combat Track a number of APs required based on the Offensive Action selected.

HIT LOCATIONS

View the rightmost digit of the BAV. This determines the Hit Location. For arms and legs, if the number is odd, the attack strikes the left appendage. If it is even, the attack strikes the right appendage.

Striking different parts of the body can also cause more or less damage. Striking the head increases the Post-Roll Modifier of an attack by 5 after all potential reduction has occurred. Striking the legs or arms decreases the Post-Roll Modifier of an attack by 3 after all potential reduction has occurred.

HIT LOCATIONS

Location	Rightmost Digit
Head	0
Arms	1-2
Torso	3-7
Legs	8-9
Odd = Left, Even = Right	

OPTIONAL: DEADLIER HEAD STRIKES

When adding Post-Roll Modifiers for head strikes, add 10 instead of 5.

DEFENDING

A player that controls a character that has been targeted with an attack may make a Defensive Action. Once a specific Defensive Action is chosen, the Defender forms their dice pool based on the Defensive Action and Skill chosen. The Defender makes a Skill check including any Benefits, Hardships, or Pre-Roll Modifiers as usual.

The total of this Skill Check is called the Base Defense Value (BDV).

The character advances down the Combat Track a number of APs required based on the Defensive Action selected.

NEGATIVE BDV

If a Defensive Action's Skill Check is negative due to various penalties, add the negative result to the BAV.

EXAMPLE 1

A BAV of 40, and a BDV of -8, equals a BSV of 48.

RESOLUTION

Subtract the BDV from the BAV. If the result is 0 or higher, the Attack is successful. If not, the Attack fails. The remainder, if applicable, is called the Base Success Value (BSV). Remember 0 is a valid BSV.

EXAMPLE

Yang attacks with his katana and rolls a total of 25, this is Yang's BAV. The Defender makes a Dodge Skill Check and only gets a 20, this is the Defender's BDV. Subtract the BDV (20) from the BAV (25). The remainder is 5, this is the BSV of the attack.

BASE DEFENSE

Each character has a Base Defense score. Base Defense is mostly used for ranged attacks but can be used when a Defender is attacked in melee. If an Attacker's BAV is ever lower than the Base Defense of a Defender, the attack automatically misses without the Defender needing to roll a Defensive Action.

The Defender may always select a Defensive Action instead of using their Base Defense so long as they are able to defend. If the Defender uses a Defensive Action, their defense is based on the result of their Skill Check instead of their Base Defense.

If a Defender is unable to make a Defensive Action, use the Base Defense as their BDV unless stated otherwise. A Defender may also choose not to take a Defensive Action. If they do not use a Defensive Action, use their Base Defense as their BDV.

POST-ROLL MODIFIERS

Once the BSV is calculated, add and subtract any Post-Roll Modifiers to the BSV. This is called the Total Success Value (TSV).

Post-Roll Modifiers are usually Weapon Damage (WD) and Armor Reduction (AR).

Post-Roll Modifiers can never reduce the TSV below 0.

EXAMPLE

Yang's BSV was 5. His katana does 4 damage, but the target has 3 Armor Reduction against slashing damage. Yang adds 4 to his BSV for a total of 9, but subtracts 3 as well. The TSV is 6.

BASE DEFENSE & DEFENSIVE ACTIONS

It is important to note the order of operations for Defensive Actions. Defenders always decide if they will use a Defensive Action after the attack is compared to the defender's Base Defense.

Once they do so, their Defensive Action roll is used instead of their Base Defense, even if the roll is lower, which makes the attack more harmful. There is subtle strategy in gambling against the attack that has struck you. Knowing a low attack roll might embolden you to take a risky Defensive Action like Counterstrike, or a high attack roll might compel you to try to mitigate some damage you would receive against your Base Defense.

MELEE COMBAT SUMMARY

<table>
<tr><th colspan="2">MELEE COMBAT SUMMARY</th></tr>
<tr><td>Step 1</td><td>Attacker Selects Action</td></tr>
<tr><td colspan="2">The Attacker selects an Offensive Action and pays the AP cost, advancing down the Combat Track.</td></tr>
<tr><td>Step 2</td><td>Attacker Makes a Skill Check</td></tr>
<tr><td colspan="2">The Attacker makes a Skill Check, adds all Benefits, Hardships, and Pre-Roll Modifiers. The total is called the Base Attack Value (BAV)</td></tr>
<tr><td>Step 3</td><td>Determine Hit Location</td></tr>
<tr><td colspan="2">Determine Hit Location by checking the table against the rightmost digit of the BAV.</td></tr>
<tr><td>Step 4</td><td>Check Base Defense</td></tr>
<tr><td colspan="2">If the BAV is higher or equal to the Defender's Base Defense, the attack will hit unless the Defender selects a Defensive Action. If the BAV is less than the Base Defense, the attack misses.</td></tr>
<tr><td>Step 5</td><td>Defender Selects Defense</td></tr>
<tr><td colspan="2">The Defender may select a Defensive Action and pays the AP cost, advancing down the Combat Track.</td></tr>
<tr><td>Step 6</td><td>Defender Makes Skill Check</td></tr>
<tr><td colspan="2">The Defender makes a Skill Check, adds all Benefits, Hardships, and Pre-Roll Modifiers. The total is called the Base Defense Value (BDV).</td></tr>
<tr><td>Step 7</td><td>Compare BAV and BDV</td></tr>
<tr><td colspan="2">Subtract the Defender's BDV from the Attacker's BAV. If the total is 0 or higher, the attack hits. This is called the Base Success Value (BSV).</td></tr>
<tr><td>Step 8</td><td>Add Post-Roll Modifiers</td></tr>
<tr><td colspan="2">Add any Post-Roll Modifiers supplied by the Attacker or Defender. This is called the Total Success Value (TSV).</td></tr>
</table>

RANGED COMBAT

Ranged combat is almost the same as melee combat, except that most ranged attacks cannot be actively defended. This means that in most cases a Defender cannot use a Defensive Action to defend the attack.

RANGE BANDS

Each ranged weapon has a certain median range. The measurements of these range units are discussed later in this chapter. The distance from Attacker to Defender will fall into a specific Range Band which is calculated based on the weapon's base Range.

Instead of the Defender choosing a Defensive Action, calculate the Range Band of the attack instead. Many Range Bands introduce Range Dice. Range Dice are a type of Penalty Dice, and work the same way. Range Dice are added to the target's Base Defense to determine the BDV of the target. Follow the rules in each band listed below.

Range Dice offer some randomness to each range. This simulates unknown variables that might affect each shot positively or negatively.

ADJACENT RANGE

Weapons with the Ranged or Thrown Quality that fire at adjacent targets may be dodged, parried, or blocked as if they were melee attacks. When using a ranged weapon while adjacent, the target is not considered an Engaged Defender. Adjacent is defined as a bordering hex or 1 unit away.

Calculate BDV as with melee attacks.

POINT BLANK RANGE

Point Blank is always within 2 Units / Hexes of the target, but not adjacent.

BDV equals the target's Base Defense only; do not add Range Dice. The target may not use any Defensive Action.

CLOSE RANGE

Close range is up to, but not including, half the Standard Range. Close Range will sometimes overlap Point Blank Range. If it does, use Point Blank instead of Close Range.

BDV equals the target's Base Defense + 1 Range Die.

EXAMPLE

A gun with a Range of 8 produces a Close Range of 3 hexes/units in distance.

MEDIUM RANGE

Medium range includes anything between, and including, x.5 and x1.5 of the Standard Range.

BDV equals the target's Base Defense + 2 Range Die.

EXAMPLE

A gun with a Range of 8 produces a Medium Range from 4 to 12 hexes/units in distance.

LONG RANGE

Long range includes anything between, but excluding, x1.5 to x2 the Standard Range.

BDV equals the target's Base Defense + 3 Ranged Dice.

EXAMPLE

A gun with a Range of 8 produces a Long Range from 13 to 15 hexes/units in distance.

EXTREME RANGE

Extreme range anything greater than Long Range.

BDV equals the target's Base Defense + 4 Ranged Dice. The GM may rule that some distances are impossible shots for the range of the weapon if desired.

EXAMPLE

A gun with a Range of 8 produces an Extreme Range from 16 hexes/units in distance and above.

Using the Ranged Combat rules, the example below should give a solid foundation of how they work.

EXAMPLE

John shoots a gun at a monster. John's gun has a Range of 6. The monster is 8 hexes/units away. Medium range for John's gun is 3-9, therefore the monster is in Medium Range. John makes a Guns Skill Check and rolls at 19. The monster's Base Defense is 10 and the GM rolls 2 Range Dice for medium range, and totals 12. The GM adds the Base Defense of 10 to the Range Dice total of 12. This equals 22. John's Gun Skill check was 19, which is less than 22, so he misses.

USING DEFENSIVE ACTIONS

There are certain defensive items that allow the Defender to choose a Defensive Action against ranged attacks. Typically, this is not allowed, but some items like shields can supersede this rule. Items with the Shield Quality allow a Defensive Action to be used against ranged attacks. More details will be discussed in Weapon and Armor Qualities.

When using a Defensive Action against a ranged attack, any Skill Check replaces the Defender's Base Defense. However, All Range Bands are still added to the Skill check to form the BDV.

OTHER RANGE MODIFIERS

There are times when the arrangement of certain characters impacts shots fired at a target.

SHOOTING INTO MELEE

This rule allows the GM to penalize shooters that fire into melee combat. If a target is adjacent to an ally, the shooter may fire without penalty. However, if they do so and miss, they automatically hit an adjacent ally to the target of the GM's choice. If they take 1 Hardship on their attack and miss, no ally is hit.

Use the ally's Base Defense to determine BDV with no Range Dice; if the attack does not meet or exceed the ally's Base Defense, the attack misses them as well. The ally cannot use any Defensive Actions even if they normally are able. Calculate Post-Roll Modifiers to determine the Total Success Value as usual.

EXAMPLE

John's target, a zombie, is adjacent to his ally. He can shoot, with 1 Hardship, to ensure he doesn't hit his ally. He could also take a chance, and shoot without a Hardship. If he does and misses, he will hit his ally.

John decides to risk it. He makes a shot, rolls at 12, and misses the zombie. The ally now checks their Base Defense, which is 8. John misses the zombie, but hits his ally for a BSV of 4 (12 – 8). The GM now applies Post-Roll Modifiers to find out just how bad the ally is hurt.

LINE OF SIGHT

Shooting through allies and enemies is difficult. If the GM determines the Line of Sight is obscured by another individual, friend or foe, they may use this rule. The shooter adds 1 Rank of Cover Impediment per individual that blocks their Line of Sight.

COVER IMPEDIMENTS

Characters can take cover from ranged attacks, or in some cases at the GM's discretion, melee attacks. Cover Impediments are cumulative. This means if multiple sources apply Cover Impediments, add the Cover Impediment Ranks and use the penalty of the total Ranks.

- Rank 1: Characters with Rank 1 cover grant Attackers a -3 Pre-Roll Modifier to their attack.
- Rank 2: Characters with Rank 2 cover grant Attackers 1 Hardship to their attack.
- Rank 3: Characters with Rank 3 cover grant Attackers 2 Hardships to their attack.
- Rank 4+: Characters have full cover and cannot be hit.

RANGED COMBAT SUMMARY

RANGED COMBAT SUMMARY	
Step 1	**Attacker Selects Action**
The Attacker selects an Offensive Action and pays the AP cost, advancing down the Combat Track.	
Step 2	**Attacker Makes a Skill Check**
The Attacker makes a Skill Check, adds all Benefits, Hardships, and Pre-Roll Modifiers. The total is called the Base Attack Value (BAV)	
Step 3	**Determine Hit Location**
Determine Hit Location by checking the table against the rightmost digit of the BAV.	
Step 4	**Check Base Defense**
If the BAV is higher or equal to the Defender's Base Defense, the attack will hit unless the Defender selects a Defensive Action. If the BAV is less than the Base Defense, the attack misses.	
Step 5	**Determine Range Band**
Determine the Range Band of the attack based on the Range of the weapon being used.	
Step 6	**Defender Determines Ranged TN**
If the Defender has the ability to actively defend ranged attacks, they may choose an Active Defense and use that Skill Check instead of their Base Defense. **The Defender rolls Range Dice and adds the total to their Base Defense or active defense. This is the Defender's BDV.**	
Step 7	**Compare BAV and BDV**
Subtract the Defender's BDV from the Attacker's BAV. If the total is 0 or higher, the attack hits. This is called the Base Success Value (BSV).	
Step 8	**Add Post-Roll Modifiers**
Add any Post-Roll Modifiers supplied by the Attacker or Defender. This is called the Total Success Value (TSV).	

WOUNDS & INJURIES

Wounds and Injuries are the main factor in judging the overall health of a character. There are no Hit Points in *Heroes & Hardships*. Each Wound and Injury is listed separately; wounds are tracked based on the Hit Location where they are taken. Whenever a character takes a strike that causes a Total Success Value (TSV) greater than zero, the target may take an injury or wound.

Wounds and Injuries are cumulative during combat. When a character takes a Wound or Injury the Hardship or Pre-Roll Modifier applies to all Skill Checks unless stated otherwise.

WOUNDS

A Wound is taken if the TSV meets or exceeds the Wound Level of a target.

The Wound Level is calculated by the following equation: 4 + Power Level + Strength + Endurance + Willpower + Resilience.

A Wound confers a single Hardship. This Hardship is removed after the encounter if there is a reasonable time to rest afterward. Combat encounters that occur back-to-back should allow for the Hardship to linger.

When a character takes a Wound, the player should track it on the Wounds section of their character sheet. Make sure to track the Location and TSV of the Wound.

TOTAL WOUND HARDSHIP

The player adds all Wound Hardships together up to their Wound Threshold to calculate their Total Wound Hardship.

WOUND THRESHOLD

A character can take only so many Wounds before falling in battle. Sometimes the accumulation of Wounds is as bad as suffering a mighty blow. When a character's Total Wound Hardship exceeds their Wound Threshold, the player must make a Death Roll. If they fail the Death Roll, the character dies immediately from the accumulation of their Wounds.

If they succeed, the Wound Hardship is not added. The actual Wound is still tracked as normal with TSV and Hit Location. In this scenario, the character takes an Injury instead of a Wound Hardship. This Injury acts like any other Injury with appropriate penalties applied.

Wound Threshold only tracks current Wound Hardships. Previous Wounds suffered do not count against the Wound Threshold.

Any further Wounds will trigger this process again. A character's Wound Threshold is 2.

MORTALITY THRESHOLD

If a character suffers TSV equal to or greater than their Mortality Threshold, they must perform a Death Roll or die immediately.

The Mortality Threshold is calculated by the following equation: Wound Level (WL) x 2. If the Death Roll succeeds, the character takes Wounds as normal. If the TSV of any attack is ever double the character's Morality Threshold, they die immediately without a Death Roll.

DEATH ROLLS

Death Rolls may be rolled under several circumstances. Failing a Death Roll causes the immediate death of the character. Characters make a Resilience Skill Check and add their Wound Level (WL) as a Pre-Roll Modifier. The TN of the Death Roll is the TSV of the attack, or the levels of success from any source that caused the Wound.

Modifiers

Wound Hardships and Injury Pre-Roll Modifiers are never calculated in Death Rolls. However, previously sustained Wound Effects may impact this roll as they are neither Wound Hardships or Injury Pre-Roll Modifiers.

Resolution

If the character meets or exceeds the TN, they have cheated death, if not, they die. If multiple Death Rolls would be triggered in response to any one attack, only make the roll once. Consider all other Death Rolls successful, and follow all other rules associated with those rolls as normal.

Optional: Alternate Death Roll Rules

Death Rolls can be made to be more or less deadly. GMs are encouraged to use these alternate rules if it suits their game.

More Dangerous Death Rolls

In order to make Death Rolls more dangerous, alter Death Rolls so that they do not add the character's Wound Level as a Pre-Roll Modifier.

Less Dangerous Death Rolls

In order to make Death Rolls less dangerous, alter Death Rolls so that they add the character's Wound Level x 2 as a Pre-Roll Modifier.

Knockout Death Rolls

For less dangerous Death Rolls, when they are failed, the character falls unconscious for the rest of the scene instead of dying. Characters immediately fall unconscious, fall prone, and drop any held equipment.

You may also apply this to TSVs greater than double a character's Mortality Threshold.

Applying Alternate Death Rolls

The GM may alter Death Rolls for every character, or only some characters. The GM should be consistent, however, and apply the rule to either all enemies, only Foes, or all characters.

Falter Rolls

Taking wounds can cause you to become stunned and fall unconscious before you expire. Use Falter Rolls for both Physical and Mental Wounds.

If you suffer a Wound Hardship or would suffer a Wound, but cannot due to Wounds being greater than Wound Threshold, make a Challenging Stamina Skill Check + WL as a Pre-Roll Modifier. This is called a Falter Roll. If you succeed, you are able to come to your senses and you may act as normal. If you fail, you Falter. Drop anything you have in hand, fall prone, and you become helpless. If attacked while helpless, attacks are defended by your Base Defense only.

Unlike Death Rolls, Falter Rolls always include Wound Hardships and Injuries when factoring Penalty Dice.

You remain helpless for AP equal to your current Wound Hardships x 5.

Optional: More Difficult Falter Rolls

When making Falter rolls, do not add the character's WL as Pre-Roll Modifiers.

You may apply this to all characters for an equally gritty experience, only Foes for quicker combat encounters, or just PCs for maximum difficulty.

Injuries

An injury is taken if the TSV meets or exceeds the target's Injury Level but does not meet or exceed the Wound Level of the target.

The Injury Level is calculated by the following equation: WL / 2.

Most attacks will cause an Injury as Injury Levels are low. Only the toughest character can fight through attacks that bypass their armor. If an attack does not meet the Injury Level of the target, the attack does not harm the target in any way. This can be narratively described as armor soaking the wound, a minor scratch, etc.

An Injury confers at -3 Pre-Roll Modifier per Injury. The Injury is removed after the encounter if there is a reasonable time to rest afterward. Combat encounters that occur back-to-back should allow for the Injury to linger. Specific injuries are not tracked per location and do not need to be healed after a combat has concluded. There is no limit to the number of Injuries taken during combat.

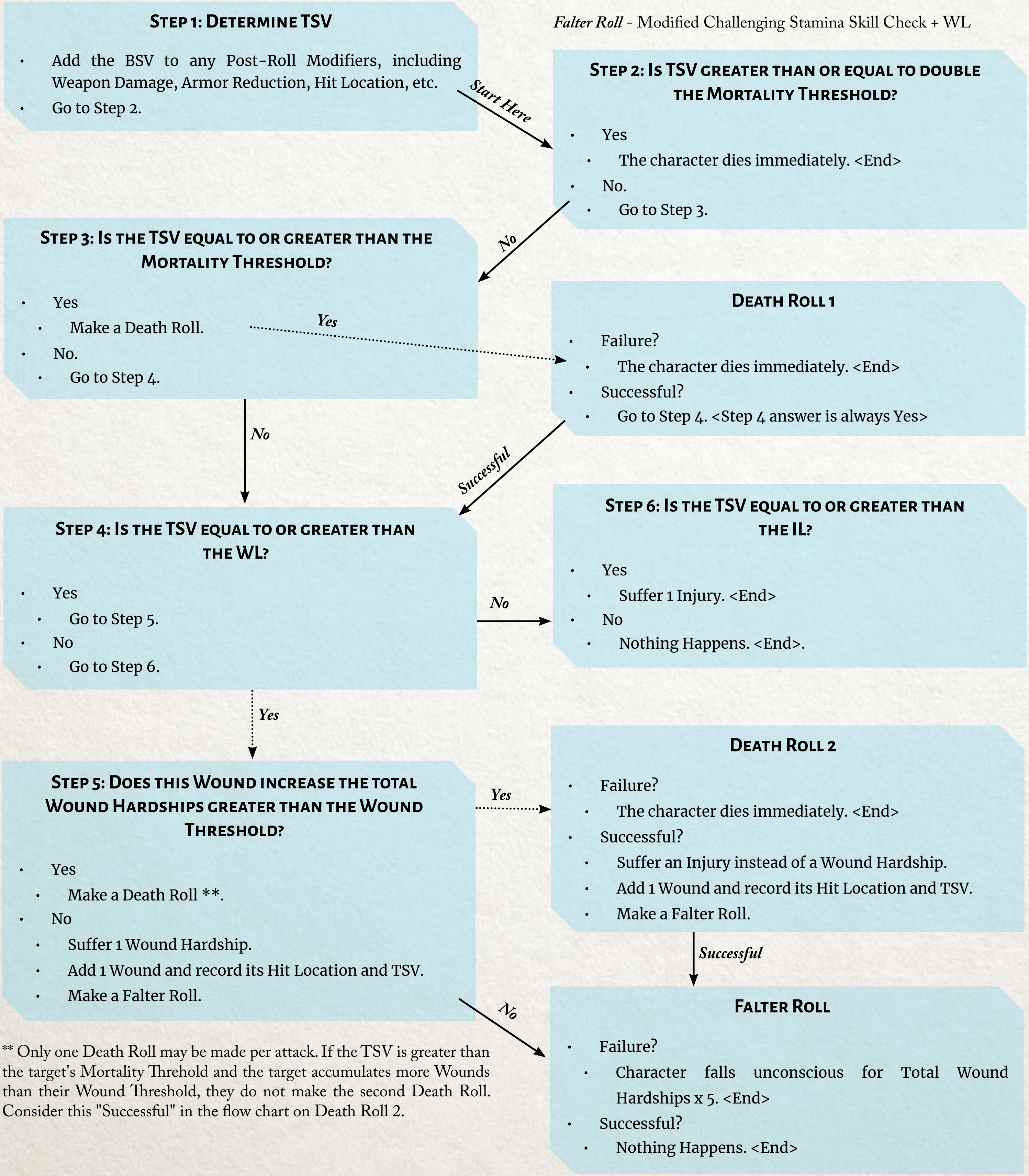
Summary of Important Combat Terms

Base Attack Value (BAV)
The initial result of an attack and any Pre-Roll Modifiers such as Benefits, Hardships, or static modifiers.
Base Defense Value (BDV)
The initial result of a defensive action or substituted Base Defense.
Base Success Value (BSV)
The sum of the BAV - BDV. The BSV may be 0 or greater. Any negative result is a miss.
Total Success Value (TSV)
The sum of BSV and any Post-Roll Modifiers such as Weapon Damage, Armor Reduction, and Hit Location modifiers.
Base Defense (BD)
The passive defense of a character that may be used instead of an active defense, or when a character cannot defend themselves.
Mortality Threshold (MTh)
The threshold required for a TSV to trigger an immediate Death Roll.
Wound Threshold (WTh)
The number of Wound Hardships a character can take before making a Death Roll.
Wound Level (WL)
The threshold required for a TSV to trigger a Wound.
Injury Level (IL)
The threshold required for a TSV to trigger an Injury.

WOUND & INJURY SUMMARY

Death Roll - Unmodified Resilience Skill Check + WL vs. TSV of the Wound

Falter Roll - Modified Challenging Stamina Skill Check + WL



STEP 1: DETERMINE TSV

- Add the BSV to any Post-Roll Modifiers, including Weapon Damage, Armor Reduction, Hit Location, etc.
- Go to Step 2.

STEP 2: IS TSV GREATER THAN OR EQUAL TO DOUBLE THE MORTALITY THRESHOLD?

- Yes
  - The character dies immediately. <End>
- No.
  - Go to Step 3.

STEP 3: IS THE TSV EQUAL TO OR GREATER THAN THE MORTALITY THRESHOLD?

- Yes
  - Make a Death Roll.
- No.
  - Go to Step 4.

DEATH ROLL 1

- Failure?
  - The character dies immediately. <End>
- Successful?
  - Go to Step 4. <Step 4 answer is always Yes>

STEP 4: IS THE TSV EQUAL TO OR GREATER THAN THE WL?

- Yes
  - Go to Step 5.
- No
  - Go to Step 6.

STEP 6: IS THE TSV EQUAL TO OR GREATER THAN THE IL?

- Yes
  - Suffer 1 Injury. <End>
- No
  - Nothing Happens. <End>.

STEP 5: DOES THIS WOUND INCREASE THE TOTAL WOUND HARDSHIPS GREATER THAN THE WOUND THRESHOLD?

- Yes
  - Make a Death Roll **.
- No
  - Suffer 1 Wound Hardship.
  - Add 1 Wound and record its Hit Location and TSV.
  - Make a Falter Roll.

DEATH ROLL 2

- Failure?
  - The character dies immediately. <End>
- Successful?
  - Suffer an Injury instead of a Wound Hardship.
  - Add 1 Wound and record its Hit Location and TSV.
  - Make a Falter Roll.

FALTER ROLL

- Failure?
  - Character falls unconscious for Total Wound Hardships x 5. <End>
- Successful?
  - Nothing Happens. <End>

** Only one Death Roll may be made per attack. If the TSV is greater than the target's Mortality Threhold and the target accumulates more Wounds than their Wound Threshold, they do not make the second Death Roll. Consider this "Successful" in the flow chart on Death Roll 2.

Mental Combat

Some combat options target a person's mind and not their body. This is considered Mental Combat. Mental Combat works alongside Personal Combat seamlessly.

Mental Attacks & Defenses

Mental Attacks can be Hazards, Manifestations, or other special maneuvers. The total of these are considered the BAV of the attack. These attacks always have a resistance listed, and by default, this should be a Courage Skill Check if not stated otherwise. A Defender makes a Courage Skill Check and the total is their BDV. Subtract the BDV from the BAV for the BSV as normal.

If there are Post-Roll Modifiers, apply those, and calculate the TSV.

Skill Checks made to resist Mental Attacks never cost AP or require an action. In some instances, Mental Defense can be used instead, as if it were the Base Defense in a normal attack.

Mental Characteristics

These characteristics are similar to those used in Personal Combat.

Characters that suffer a Mental Attack equal to their Fear Level, but not equal to their Terror Level, suffer an Injury.

Terror Level

The character's Terror Level (TL) is similar to Wound Level. A character taking a Mental Attack with a TSV over or equal to the TL will give them a Wound, Wound Hardships, and counts against their Wound Threshold.

Characters must take a Falter Roll as usual, but this should be stylized as a mental breakdown instead of physical injury.

If the TSV is greater than the character's Insanity Threshold, they immediately make an Insanity Roll or permanently lose themselves into psychosis. This has the same result as character death, and the character must be retired. If the TSV is ever double a character's Insanity Threshold, they immediately go insane.

Insanity Rolls

Insanity Rolls are similar to Death Rolls, but include some differences. Insanity Rolls must be equalt to or greater than the TSV of the Mental Wound suffered. When performing Insanity Rolls, make a Courage Skill Check and add the character's Terror Level as a Pre-Roll Modifier. If the roll is greater than or equal to the TSV of the Mental Wound, the roll is successful. Do not apply Wound Hardships or Injuries to this roll. If they fail, the character immediately becomes unplayable due to a mental breakdown.

FULL COMBAT EXAMPLE

In this combat example the two protagonists are Shamad and Ghanji, two kshatriya warriors facing off against a horrible naga. Shamad wields a tulwar and shield, while Ghanji uses a bow.

STEP 1: ROLL FOR INITIATIVE

The three combatants each roll Initiative. This will determine who goes first for the initial round of combat and how to break ties when different characters have the same number of APs on the Combat Track. Each character makes a Reactions Skill Check.

Shamad rolls a *17*, Ghanji a *22*, and the naga a *16*. Ghanji acts first, Shamad second, and finally the naga.

AP TRACKER (1ST)

Name	AP	Initiative
Ghanji	0	22
Shamad	0	17
Naga	0	16

STEP 2: FIRST ACTIONS

Ghanji already has his bow out and ready. He and Shamad were expecting this fight.

GHANJI'S RANGED ATTACK

Ghanji chooses the Standard Attack Action and targets the naga. He spends 3 AP and moves down the Combat Track. Ghanji makes a Bows Skill Check. His BAV is *22*. A BAV would hit in the arm if the attack is successful.

Ghanji's bow has a range of 6, and the naga is currently 6 hexes away. This falls within the Medium Range Band. The naga's Base Defense is *12*. The GM rolls 2 Range Dice which equal *6* and *7*. The naga's total BDV is its Base Defense of *12* plus the Range Dice total of *13* for a total of *25*. The GM compares the BAV of *22* to the BDV of *25*. The attack misses.

AP TRACKER (2ND)

Name	AP	Initiative
Ghanji	3	22
Shamad	0	17
Naga	0	16

SHAMAD'S MOVEMENT

Shamad is next with an initiative of *17* and an AP Rank of 0. He is also 6 hexes away from the naga. Shamad cannot simply move and reach the naga, so he must use the Run Action. The kshatriya's Speed score is 1. Shamad moves 6 hexes, spending 3 AP to do so with the Run Action.

He advances along the Combat Track. Because he ran, Shamad suffers a -3 Pre-Roll Modifier to his next Offensive Action if it requires a roll. Likewise, attacks against him suffer a -3 Pre-Roll Modifier.

Shamad is now an Engaged Attacker and Engaged Defender against the naga.

AP TRACKER (3RD)

Name	AP	Initiative
Ghanji	3	22
Shamad	3	17
Naga	0	16

NAGA'S MELEE ATTACK

Next is the naga, who is adjacent to Shamad. The naga attacks with its claw using the Standard Attack Action. This costs 3 AP, moving the naga down the Combat Track. The snake-creature makes a Hand-to-Hand Skill Check rolling a *20*, but suffering a -3 Pre-Roll Modifier due to Shamad's previous Run Action. The naga's BAV is *17*. This would strike Shamad in the torso if successful.

SHAMAD'S DEFENSE

Shamad's Base Defense is 10 and knows that he will likely be Injured or Wounded if he does not defend. Shamad makes a Defensive Action, Block, with his shield. This Defensive Action costs 1 AP, moving him down the Combat Track to a total of 4 AP. Shamad's circular shield grants him a +2 Pre-Roll Modifier on his Shield Skill Check, which he makes, and rolls a *17*. He adds his shield modifier which brings BDV to *19*. He defends the attack.

AP Tracker (4th)		
Name	**AP**	**Initiative**
Ghanji	3	22
Shamad	4	17
Naga	3	16

Step 3: Second Actions

The GM now looks at the Combat Track, as they must do after each Action for the rest of the combat.

Combat Track

Shamad is the furthest along the Combat Track having spent a total of 4 APs. The character used a Run Action for 3 AP and a Block Action for 1 AP. Ghanji and the naga are both at 3 AP as they each performed Standard Attack actions.

The characters with the least amount of AP spent go first, but Ghanji and the naga both are at 3 AP. This means the tie is broken by initiative. Ghanji has the highest initiative of the two, so he goes first.

Ghanji's Ranged Attack

Ghanji knows that the naga will attack Shamad next and wants to try to injure or wound it before it can attack. He makes another Standard Attack Action for 3 AP. He makes a Bows Skill Check and rolls a *29*! This would hit in the leg, or in the case of the naga, its tail.

He is in the Medium Range Band, so the GM rolls 2 Range Dice for the naga which total *11*. The naga's Base Defense is *12*, which gives it a BDV of *23*. The GM subtracts *23* from *29*, for a total of *6*, then adds the bow's piercing Weapon Damage of *3*. The GM then subtracts *3* for striking the "leg". The naga has no armor, so the TSV is *6*.

The Naga's Injury

The GM compares the TSV of 6 to the naga's Wound Level of 10. The TSV is less than the naga's WL, therefore it is not wounded. The GM then compares the TSV to the naga's Injury Level of 5. Because the TSV is higher than the naga's Injury Level, it takes an Injury. The Naga will now have a -3 Pre-Roll Modifier on all Actions.

AP Tracker (5th)		
Name	**AP**	**Initiative**
Ghanji	6	22
Shamad	4	17
Naga	3	16

The Naga's Melee Attack

The naga, now injured, prepares to attack Shamad. It makes a Standard Attack for 3 AP. It rolls a Skill Check for Hand-to-Hand, rolling a *15*. The naga has a -3 Pre-Roll Modifier for its Injury and a -3 Pre-Roll Modifier because Shamad's last Offensive Action was Run. That means the BAV is just *9*. The BAV of *9* is less than Shamad's Base Defense of *10*, so he does not need to actively defend. The attack misses.

AP Tracker (6th)		
Name	**AP**	**Initiative**
Ghanji	6	22
Shamad	4	17
Naga	6	16

Shamad's Aim

Shamad has been slowed by his Defensive Action, and knows he has a -3 Pre-Roll Modifier to his next attack. The naga's AP is at 6, while Shamad's is at 4. Therefore, Shamad makes a different Offensive Action that will eliminate his -3 Pre-Roll Modifier. Shamad chooses the Aim Action which costs 1 AP. He targets the naga.

AP Tracker (7th)		
Name	**AP**	**Initiative**
Ghanji	6	22
Shamad	5	17
Naga	6	16

Shamad's Melee Attack

Shamad is now at 5 AP total, which is still less than Ghanji and the naga at 6. Shamad may go again. He now chooses Standard Attack for 3 AP. He takes no Pre-Roll Modifiers, but he now gets 1 Benefit for using the Aim Action previously. Shamad makes a Swords Skill Check and rolls a *32*. He checks the Hit Location table, which indicates he strikes one of the naga's arms.

AP Tracker (8th)

Name	AP	Initiative
Ghanji	6	22
Shamad	8	17
Naga	6	16

The Naga's Defense

The naga must defend. It uses a Dodge Defensive Action, which costs 1 AP, moving it down the Combat Track to a total of 7 APs. It makes a Dodge Skill Check and rolls at *20*. It subtracts *3* due to the Injury for a total BDV or *17*. The GM subtracts the *17* from *32*, which is *15*. He adds Shamad's slashing aspect WD of *4*, which brings the total to *19*. Then, taking the Hit Location into account, he subtracts *3* because it hit the naga in the arm. The TSV is *16*.

AP Tracker (9th)

Name	AP	Initiative
Ghanji	6	22
Shamad	8	17
Naga	7	16

The Naga's Wound

The naga's WL is 10, so this deals a Wound. It does not meet the naga's Mortality Threshold, and it is not greater than its Wound Threshold, therefore it does not need to make a Death Roll.

The GM notes that the naga took a Wound to the Arm, with a TSV of 16. The GM sets the naga's Total Wound Hardships to 1, which will impact the remainder of its rolls along with its Injuries for the rest of the combat.

Although spared from a Death Roll, the naga must make a Falter Roll. It makes a Stamina Skill Check against the TSV of *16*. It applies the injury and Wound it has. The naga rolls a *21* and adds its Wound Level. It subtracts *3* for the Injury, and rolls a Penalty Die for the Wound Hardships, but luckily only rolls a *1*. *21 + 10 – 3 – 1 = 27*. It stays upright for now.

Step 3: Final Actions

The GM checks the Combat Track; Ghanji is at 6, the Naga is at 7, and Shamad is at 8.

Ghanji's Ranged Attack

Ghanji uses the same strategy as before by spending 1 AP to use the Aim Action. Both he and the naga are at 7 AP, but Ghanji has a higher initiative and acts first. He uses a Standard Attack for 3 AP.

Ghanji makes a Bows Skills Check and rolls at *30*. This will hit the naga in the head if successful. The GM rolls two Range dice, and only rolls a total of *5*. He adds it to the naga's Base Defense of *12* for a BDV of *17*. He subtracts the *17* from *30* which equals out to *13*. He adds Ghanji's bow's piercing WD of *3* and *5* from the head shot. The TSV is *21*.

The TSV of *21* is higher than the naga's Mortality Threshold of *20*. It immediately makes a Death Roll. It makes a Resilience Skill Check and adds its WL of 10. It does not alter the roll with any Injury or Wound. The result is a *19*, under the TSV of *21*. The naga dies immediately.

Ghanji and Shamad are victorious and defeat the naga!

WOUND EFFECTS

Wound Hardships accumulate during combat. Each wound generates a Wound Hardship which adds Penalty Dice to the difficulty of their actions. Wound Hardships are removed after the combat concludes. However, the player must track the TSV and location of each Wound suffered.

The Wound Effect must be determined for each wound a character takes. It is advised to do this after combat is resolved. Determining Wound Effects when the Wound is taken can disrupt the flow of combat and slow down gameplay. However, the GM and players may wish to understand exactly how a character is injured as it happens for narrative purposes.

Wound Effects are related to the TSV of the Wound and their location. The higher the TSV, the greater chance for a debilitating Wound Effect. Wound Effects lower Attributes and penalize Skills until they are healed. Wounds can become permanent if healing is not available or attempts to do so fail.

WOUND SEVERITY

The first step in assigning Wound Effects is to determine the Severity Level of each Wound.

The Severity Level of a Wound is based on the character's Wound Level and the TSV of the Wound. There are three Severity Levels: Superficial, Moderate, and Terrible.

The following tables show the Wound Effects based on the Level of Success. This is called the Severity level.

WOUND SEVERITY LEVELS

LEVEL	REQUIREMENT
Superficial	TSV >= WL
Moderate	TSV >= WL + 5
Terrible	TSV>=WL + 11

SUPERFICIAL

Superficial Wounds are those that have a TSV equal to a character's Wound Level but no higher than the Wound Level +4. A Superficial Wound may impact the character if not treated. Superficial Wounds add 2 Wound Effect Dice to your Wound Effect Roll.

MODERATE

Moderate Wounds are those that have a TSV equal to a character's Wound Level +5 but no higher than the Wound Level +10. A Moderate Wound will likely impact the character if not treated. Moderate Wounds add 1 Wound Effect Dice to your Wound Effect Roll.

TERRIBLE

Terrible Wounds are those that have a TSV equal to a character's Wound Level +11 or greater. A Terrible Wound will impact a character if not treated. Terrible Wounds add no Wound Effect Dice to the Wound Effect Roll.

EXAMPLE

The character Shamad has a WL of 14. He took a Wound with a Levels of Success equal to 24. This Wound is greater than his WL by 10. Therefore, this is a Moderate Wound.

WOUND EFFECT DICE

Wound Effect Dice are d10s used on Wound Effect rolls. The more Wound Effect Dice a player roll, the better chance a Wound Effect is mild. Wound Effect Dice do not explode.

WOUND EFFECTS

Wounds can often impact a character negatively for the rest of their life, even when the immediate aftermath of the Wound is long past. When Wound Effects are rolled, the Wound Effect is applied immediately. These Wound Effects are tracked along with the Wound that caused it until the Wound Effects have been healed or become permanent.

DETERMINE WOUND EFFECTS

To determine the Wound Effect, roll on the following tables based on the hit location of the Wound. When rolling for Wound Effects, roll 3d10 + the Wound Effect Dice. The Wound Effect Dice are determined by the Severity of the Wound. Each Wound Effect has a rank, and each rank imposes different penalties to Attributes and Skills. No dice explode on Wound Effect Rolls. There are three types of Wound Ranks.

OPTIONAL: LESS IMPACTFUL WOUND EFFECTS

Long campaigns may benefit from less impactful wounds. In order to ease the severity of Wound Effects, add 1 additional Wound Effect Dice to all types of Wounds.

CRITICAL WOUND EFFECTS

Critical Wound Effects lower the affected Attributes by 2.

SERIOUS WOUND EFFECTS

Serious Wound Effects lower the affected Attributes by 1.

MINOR WOUND EFFECTS

Minor Wound Effects impose a -3 Pre-Roll Modifier to all associated Skills Checks.

EXAMPLE

Shamad's Moderate Wound is to the Torso. Therefore, Shamad's player rolls 3d10 + 1d10 on the Torso Effects table. He rolls 4d10 and totals a 20. This is a Minor Wound Effect. All Shamad's STR based Skill Checks are given a Pre-Roll Modifier of -3 until healed.

ROLE-PLAYING WOUND EFFECTS

Heroes & Hardships attempts to foster roleplay through mechanics. Wound Effects should be described as seen fit by the GM and the player. There are no specific descriptions of Wounds, such as blinded, lame, etc. The best descriptor is left up to those at the table. There are many scenarios that can cause Wound Effects. There is no reason to limit the details of the Wound Effects and how they impact various Attributes and Skills.

HEAD WOUND EFFECTS

ROLL	WOUND EFFECT
3	Critical (Intelligence, Senses, Communications)
4	Critical (Intelligence, Senses)
5	Critical (Intelligence, Communications)
6	Critical (Senses, Communications)
7	Critical (Intelligence)
8	Critical (Senses)
9	Critical (Communications)
10	Serious (Intelligence, Senses, Communications)
11	Serious (Intelligence, Senses)
12	Serious (Intelligence, Communications)
13	Serious (Senses, Communications)
14	Serious (Intelligence)
15	Serious (Senses)
16	Serious (Communications)
17	Minor (Intelligence, Senses)
18	Minor (Intelligence, Communications)
19	Minor (Senses, Communications)
20	Minor (Intelligence)
21	Minor (Senses)
22	Minor (Communications)
23+	No Effect

TORSO WOUND EFFECTS

ROLL	WOUND EFFECT
3	Critical (Strength, Endurance, Dexterity)
4	Critical (Strength, Endurance)
5	Critical (Strength, Dexterity)
6	Critical (Endurance, Dexterity)
7	Critical (Strength)
8	Critical (Endurance)
9	Critical (Dexterity)
10	Serious (Strength, Endurance, Dexterity)
11	Serious (Strength, Endurance)
12	Serious (Strength, Dexterity)
13	Serious (Endurance, Dexterity)
14	Serious (Strength)
15	Serious (Endurance)
16	Serious (Dexterity)
17	Minor (Strength, Endurance)
18	Minor (Strength, Dexterity)
19	Minor (Endurance, Dexterity)
20	Minor (Strength)
21	Minor (Endurance)
22	Minor (Dexterity)
23+	No Effect

ARM WOUND EFFECTS

ROLL	WOUND EFFECT
3	Critical (Strength, Agility, Dexterity)
4	Critical (Strength, Agility)
5	Critical (Strength, Dexterity)
6	Critical (Agility, Dexterity)
7	Critical (Strength)
8	Critical (Agility)
9	Critical (Dexterity)
10	Serious (Strength, Agility, Dexterity)
11	Serious (Strength, Agility)
12	Serious (Strength, Dexterity)
13	Serious (Agility, Dexterity)
14	Serious (Strength)
15	Serious (Agility)
16	Serious (Dexterity)
17	Minor (Strength, Agility)
18	Minor (Strength, Dexterity)
19	Minor (Agility, Dexterity)
20	Minor (Strength)
21	Minor (Agility)
22	Minor (Dexterity)
23+	No Effect

LEG WOUND EFFECTS	
ROLL	WOUND EFFECT
3	Critical (Strength, Agility, Endurance)
4	Critical (Strength, Agility)
5	Critical (Strength, Endurance)
6	Critical (Agility, Endurance)
7	Critical (Strength)
8	Critical (Agility)
9	Critical (Endurance)
10	Serious (Strength, Agility, Endurance)
11	Serious (Strength, Agility)
12	Serious (Strength, Endurance)
13	Serious (Agility, Endurance)
14	Serious (Strength)
15	Serious (Agility)
16	Serious (Endurance)
17	Minor (Strength, Agility)
18	Minor (Strength, Endurance)
19	Minor (Agility, Endurance)
20	Minor (Strength)
21	Minor (Agility)
22	Minor (Endurance)
23+	No Effect

ATTRIBUTES AT 0

Wound Effects often lower Attributes and penalize Skill Checks. However, Attributes cannot normally drop below a score of 1. If any character's Attribute is lowered to 0, they are considered unconscious, comatose, etc. This occurs after rolling on the Wound Effect table after combat. This allows the players to roleplay the effects and some last actions before slipping into unconsciousness. If an Attribute would be lowered below 0, reset that Attribute to 0. No Attribute can ever go below 0 for any reason.

If any Attribute has a score of 0 after a Healing or Recovery Skill Check is made, then the character must immediately make a Death Roll. The TSV of the Wound is used as the TN. If there are multiple Attributes at 0, use the Wound with the greatest TSV. A character is only required to roll one Death Roll regardless of how many Attributes are at 0. Characters remain unconscious until all Attributes have been raised above 0. Eventually, a Wound can no longer be healed. If a Wound that cannot be healed still lowers an Attribute to 0, the character dies immediately.

DETERMINING WOUND EFFECTS IMMEDIATELY

The GM may decide to determine Wound Effects immediately after taking the Wound. This can slow combat down, but can be useful in describing exactly what has happened. If the Wound Effect is determined immediately, do not apply the Wound Effect until after combat when the Wound Hardship is removed. Otherwise, the GM will penalize the player twice. It is advised that the GM wait until combat has concluded to determine Wound Effects as described earlier.

MENTAL WOUND EFFECTS

Mental Wounds cause different Wound Effects. These effects are determined exactly as if a Physical Wound, only using Terror Level instead of Wound Level.

Healing a Mental Wound uses the Rhetoric Skill, and the natural healing of a Mental Wound uses the Fortitude Skill.

All other Wound Effect rules are the same as a Physical Wound.

MENTAL WOUND EFFECTS	
ROLL	WOUND EFFECT
3	Critical (Willpower, Empathy, Presence)
4	Critical (Willpower, Presence)
5	Critical (Empathy, Presence)
6	Critical (Willpower, Empathy)
7	Critical (Willpower)
8	Critical (Empathy)
9	Critical (Presence)
10	Serious (Willpower, Empathy, Presence)
11	Serious (Willpower, Presence)
12	Serious (Empathy, Presence)
13	Serious (Willpower, Empathy)
14	Serious (Willpower)
15	Serious (Empathy)
16	Serious (Presence)
17	Minor (Willpower, Empathy, Presence)
18	Minor (Willpower, Presence)
19	Minor (Empathy, Presence)
20	Minor (Willpower, Empathy)
21	Minor (Willpower)
22	Minor (Empathy)
23+	No Effect

WHEN SKILL RANKS EXCEED ATTRIBUTE SCORES

When Attribute scores are lowered, they may cause Skill Ranks to exceed the Attribute score that governs them. Skill Ranks may never be greater than their associated Attribute score. If Wounds would cause this, temporarily lower the Skill Rank to match the Attribute score until healed. If a Wound is never healed, and the Attribute score loss becomes permanent, also lower the Skill Rank permanently.

Later, if the governing Attribute is Advanced or Improved, the Skill Rank remains lowered until increased by XP. This simulates losing Skill due to atrophy, either mentally or physically.

EXAMPLE

Jevicus' DEX is lowered by 1 permanently. This brings his DEX score to 3. Unfortunately, his Swords Skill Rank was 4. This means he has to lower his Swords Skill Rank to 3 as well.

HEALING

Healing can occur naturally or through aid. Three attempts can be made to heal a Wound before the effect becomes permanent. Healing is applied to any Wound Effect caused by the Wound being treated. Mark the Treated checkbox after each attempt regardless of whether the treatment is successful or not. The TN of the Wound Effect is the Total Success Value of the Wound that created the effect.

Once the Wound has been treated three times, the remainder of the Wound Effects remaining become permanent.

HEALING ROLLS

Healing rolls are any Skill Checks that would heal a Wound Effect. A healing roll is more difficult based on the age of the Wound. One healing roll may be performed on a character each Healing Period. Healing Periods are determined by the GM, but some suggestions can be found here.

HEALING PERIODS

HEALING PERIOD	TIME
Quick	Every 1 day In Character or 1 Session after suffering the Wound.
Normal	Every 7 days In Character or 2 Sessions after suffering the Wound.
Slow	Every 14 days In Character or 3 Sessions after suffering the Wound.

Healing rolls may be made against any Wound the character has, but may only be made against one Wound per Healing Period. Any further healing against remaining Wounds on the same subject must wait until the next Healing Period to be rolled, including the remainder of previously treated Wounds.

A character may attempt a Healing Skill Check even with 0 Ranks in Healing. Healing is most effective the sooner it is treated. If a Wound Effect is treated within the first Healing Period of receiving the wound, there is no modifier to the Healing Skill Check. Every additional Healing Period after receiving a wound, healing rolls add 1 Hardship to the difficulty. This occurs even if the Wound has already been treated previously, and may be added more than once depending on the age of the Wound.

NATURAL HEALING

Natural healing can occur when no one is available or willing to aid a character. Instead of a Healing Skill Check, the wounded character makes a Recovery Skill Check instead. Recovery is subject to the character's Wound Effects if any are present. The difficulty is the TSV that created the Wound Effect as normal along with any Hardships for the age of the Wound. The Recovery Skill Check will be made against the Wound with the highest TSV first and will be rolled for each Wound until each has been rolled for treatment three times.

If the character has multiple Wounds, and one Wound is treated, no Recovery Skill Check is made for Wounds that are not treated at the same time. However, these Wounds age and begin to take Hardships to heal as normal.

OPTIONAL: HEALING DIFFICULTY

If the GM wants to increase the difficulty of healing, make all untreated Wounds require a Recovery Skill Check regardless of any other actively treated Wounds. Mark all Wounds as Treated. This could actually benefit those with high Endurance and many Recovery Skill Ranks.

HEALING WOUND EFFECTS

Wound Effects are healed based on their severity. Depending on the Levels of Success of the healing roll, different parts of the Wound Effects can be healed. Wound Effects may impact multiple Attributes and Skills.

HEALING CRITICAL & SERIOUS WOUND EFFECTS

If the healing roll meets the TSV that caused the Wound, heal up to 1 Attribute point.

If the healing roll meets the TSV that caused the Wound +5, heal up to 2 total Attribute points.

If the healing roll meets the TSV that caused the Wound +11, heal up to 3 total Attribute points.

HEALING MINOR WOUND EFFECTS

If the healing roll meets the TSV that caused the Wound, heal all the Skills under one Attribute.

If the healing roll meets the TSV that caused the Wound +5, heal all Skills under two Attributes.

If the healing roll meets the TSV that caused the Wound +11, heal all the Skills under three Attributes.

EXAMPLE

Eiry the healer tends to a Critical Wound with TSV of 52. She makes a Skill Check and gets a 55. This is only 3 greater than the Wound's TSV, therefore she can only heal up to 1 Attribute point of Wound Effect.

PERMANENT WOUND EFFECTS

If a wound is not treated in the 2 allotted Skill Checks, it becomes permanent. When a Wound Effect becomes permanent, assign the applicable flaw to the character.

These are Permanent Wound (Minor), Permanent Wound (Serious), and Permanent Wound (Critical).

OPTIONAL: NO PERMANENT WOUNDS

Some GMs may decide they do not want Wound Effects to become permanent. In this case, the GM should allow the Wound Effects to impact the character after it has been treated twice.

When the Wound would normally become permanent, either make a Healing Skill Check against the Wound's TSV, or a Challenging Resilience or Recovery Skill Check. If they succeed, the Wound is considered healed. Remove all Wound Effects.

If this fails, continue this process with each Healing Period. For each additional Healing Period, add a Bonus Set that advance. Level-0 would be used for the first additional Skill Check, Level-1 for the next, etc. If you run out of Bonus Set levels, use the next PL's Bonus Set at the highest level. If you have no additional PLs at Level-3 or above, auto heal the Wound.

COMBAT ACTIONS

There are several different Action Types. These Action Types help break down the function of combat actions even further for ease of reference. Some Action Types are used in both Offensive and Defensive Actions. Some Action Types also have sub-categories.

ACTION TYPES

Attack (Ranged or Melee)

This type of action is used to target an enemy. This can be used in Offensive and Defensive actions. Attack actions can either be Offensive or Defensive.

General

Actions that do not require a specific category are listed under the General Action Type.

Helper

Helper actions modify a different action type that occurs later in combat. Helper actions are always Offensive. Helper Actions can be applied to the following:

- Attack (Ranged or Melee)
- Non-Attack: These actions can be combined with any Skill Check that is not an Attack Action Type.
- Defensive Actions
- Mental

Mental

Actions that use mental focus instead of physical action.

Movement

Actions that determine some sort of character movement.

Reactive

This type of action is used to evade an Attacker in some way. Reactive actions are always Defensive.

OFFENSIVE ACTIONS

Offensive Actions are taken on the character's turn when the character is active on the Combat Track. Each action is listed with the action's AP cost along with its description.

AIM [AP 1-5]

Action Type: Helper (Attack [Melee or Ranged])

Taking careful aim helps the Attacker's chances of succeeding. Characters that Aim receive 1 Benefit per AP spent to their next Attack action. Aim can be used for both Melee and Ranged attack actions.

Aim advances the character 1-5 AP on the Combat Track per Aim Action.

Targeting & No Interrupts

The player must declare their target when spending AP. Other than the Delay or Aim Action, any Offensive or Defensive Action taken after Aim that does not attack the specific target causes the Benefits from the Aim Actions to be lost.

As stated above, the Aim Action will not interrupt a previous Aim Action, and will add additional Benefits so long as the total Benefits are not greater than 5, and the target of both Aim Actions is the same.

Rate of Fire

The number of APs available to Aim equals 6 minus the weapon's ROF. If the weapon has multiple modes of ROF, only penalize the maximum Benefits by the ROF used, not the maximum ROF of the weapon.

EXAMPLE

David has his character, Kane, aim his semi-auto machine gun at a target. He spends 2 AP to aim twice. He waits for his next turn, and makes a Standard Attack. His gun has a ROF of 2, therefore he can only aim a maximum of 4 AP (6-2). Therefore, he now takes a shot using a ROF of 2 against his target with 2 Benefits for aiming.

ASSIST [AP 2]

Action Type: Helper (Any)

Characters may assist others that make a Skill Check in combat. The Assist Action works as explained under the Assisting Situational Rule.

Grant one Bonus Set Level to the Skill Check per Rank of the assisting character in that Skill. If they have 0 Ranks in the Skill, grant a Level-0 Bonus Set.

The character making the Assist Action must be adjacent to the character making the Skill Check.

Timing

The Skill Check must be made after the Assist Action, while the characters are still adjacent, and only if both characters are conscious. Either the character assisting, or the character making the Skill Check may use the Delay Action and still gain the Benefits of the Assist Action, but any other action or Skill Check causes the assist to expire.

EXAMPLE

Jarrod intends to assist Jessica's character in her next action. He is adjacent to her character and declares the Assist Action for the Bows Skill. Jarrod's character has 1 Rank in Bows. Jessica's next Action that requires a Bows Skill Check will gain a Level-1 Bonus Set.

CALLED SHOT [AP 4]

Action Type: Attack [Melee or Ranged]

Sometimes an Attacker wants to hit a specific location on a Defender instead of leaving it to chance. An Attacker can attempt to hit specific areas of the Defender's body. When using a Called Shot, an Attacker ignores the Hit Location chart and instead attacks the body part in question. There may be a penalty depending on what body part is targeted.

- Arms & Legs: 1 Hardship
- Head: 2 Hardships
- Torso: No Hardship

EXAMPLE

Mike wants to target his enemy's lightly armored head. He uses the Called Shot Action for 4 AP. It is a difficult attack, so he takes 2 Hardships on his Skill Check. If he hits, it will strike the head.

CAST CAREFULLY [AP 5]

Action Type: Mental

Magic users may concentrate deeply while casting a spell or activating a power. While using Cast Carefully the caster's Focus Skill Rank is considered 2 higher for the sake of determining all types of surges.

EXAMPLE

Jan's wizard wants to Cast Carefully to prevent a Surge. She spends 5 AP which makes her Focus Skill Rank considered 4 instead of 2 for the purposes of Surges. She now needs 5 explosions on either her Skill Check or Spell Dice to Surge.

CAST QUICKLY [AP 2]

Action Type: Mental

You rush your spell in order to conjure the power quicker than normal at risk to your safety and the safety of those around you. Take 1 Hardship to your magical Skill Check.

Calculate Surge as if the character's Focus Skill Rank was 1 less to a minimum of 0.

EXAMPLE

Andrew needs to get his spell off before his is swarmed. He moves 2 AP along the Combat Track and casts the spell. His Focus is 2, but for the purposes of calculating Surge for this Skill Check, his Focus is 1.

CAST SPELL OR ACTIVATE POWER [AP 3]

Action Type: Mental

Those with magical abilities can bring their spells and powers to bare by making an appropriate Skill Check. The caster may cast any Spell or activate any Power they know with the appropriate magical Skill.

CAUTIOUS ATTACK [AP 3]

Action Type: Attack (Melee)

There are times when an Attacker may wish to bolster their defense while sacrificing their offensive capabilities. An Engaged Attacker takes 1 Hardship on their current attack, but gains 2 Benefits to their next Defensive Action and +5 to Base Defense until their next action. If the character makes an Offensive Action before their next Defensive Action, their Benefits are lost.

EXAMPLE

Polly is being surrounded by enemies. She knows that she must keep her guard high. She makes a Cautious Attack, which takes 1 Hardship. However, her next Defensive Action gains 2 benefits and +5 to her Base Defense when she is attacked in return.

CHANGE POSTURE [AP 1]

Action Type: Movement

Sometimes standing up or even dropping down is necessary. A character may either stand up or drop down to be lying Prone.

CHARGE [AP 5]

Action Type: Attack (Melee)

Using the momentum of movement can be a boon to the severity of an attack. When charging, a character may move anywhere from 3-5 hexes/units, multiplied by their Speed Score, and end as an Engaged Attacker to their target. They must move in a "straight line" as determined by the GM.

At the end of their movement, the character immediately attacks their target. This attack suffers 1 Hardship, but doubles their weapon's damage in the applicable aspect. Unwieldy and Light weapons cannot be used in conjunction with the Charge Action.

After the Charge, the Attacker is unstable. Lower the Attacker's Base Defense by 5, and apply 1 Hardship to all Defensive Actions until their next turn.

EXAMPLE

Jose charges, moving 4 hexes and attacking an Engaged Defender. He takes 1 Hardship on his attack, but if he hits his sword will do 8 damage instead of 4. Jose's character takes -5 to his Base Defense until his next turn, as well as 1 Hardship to any Defensive Actions he might take until his next turn.

CONSIDER [AP 1-5]

Action Type: Helper (Mental)

There are times to reflect on the battlefield and what is happening. A character may use Consider to bolster their next Mental action, including casting Spells or activating Powers. Characters that consider receive 1 Benefit per AP spent to a specific Non-Attack action. These Non-Attack action must be announced.

Consider advances the character 1-5 AP on the Combat Track per Consider Action.

Other than the Delay or Consider Action, any Offensive or Defensive Action taken after Consider that does not bolster the previously announced action causes the Benefits from the Consider Actions to be lost.

As stated above, the Consider Action will not interrupt a previous Consider Action, and will add additional Benefits so long as the total Benefits are not greater than 5, and the intent of both Consider Actions is the same.

EXAMPLE

Tom uses Consider for 2 AP before casting a spell. On his next turn he uses Cast Spell. This Skill Check gains 2 Benefits.

DELAY [AP 1-5]

Action Type: General

Delaying may be useful if attempting to determine the outcome of other parts of the battlefield before proceeding. Delaying allows the character to act after another character who currently has spent less AP. While delaying, a character cannot interrupt and must delay the declared amount of AP. The character may not act until their turn on the Combat Track, just like any other technique.

EXAMPLE

Tom is trying to determine his best course of action, but would like a better view of the battlefield with upcoming actions before doing so. He decides to use the Delay Action, letting others go before him in order to get a better understanding of his enemies' tactics.

DISENGAGE [AP 1-5]

Action Type: Movement

When a character needs to move but wants to avoid being attacked while acting as an Engaged Defender, disengaging from the fray is wise. A character may use Disengage to move without taking Opportunity Attacks. If the character ends their movement outside the range of previously Engaged Attackers, they are considered no longer Engaged. The AP spent is equal to how many units or hexes they wish to move.

The player must make an opposed Acrobatics or Perception Skill Check against an Acrobatics or Perception Skill Check of all Engaged Attackers. On a failure, any characters Engaged with the player attempting to move away may make an Opportunity Attack immediately. The character making the Disengage Action may then move.

EXAMPLE

Deron wants to move his character, but he is an Engaged Defender. If he moves, he will be subject to possible Opportunity Attacks. Therefore, he uses the Disengage action. He makes an Acrobatics Skill Check against the Engaged Attacker's Perception Skill Check. If he succeeds, he is able to move without the possibility of being attacked. If he fails, his enemy could use an Opportunity Attack. Deron can move his character after this is resolved.

DISPEL EFFECT [AP 2]

Action Type: Mental

A character with the ability to cast or activate a manifestation may attempt to dispel a Spell or Power effect that is already active.

Characters must have either the Super Powers or Traditional Magic abilities, and may only dispel the same type of magic (Super Powers vs. Super Powers, Traditional Magic vs. Traditional Magic).

In order to use Dispel Effect, the original Spell or Power cast must use one of the five magical Skills (*Arcana, Essence, Harness, Psyche, or Shape*). The Dispel Effect Action may be made with the same magical Skill without penalty. Arcana may be used against any other magical Skill, but is only applicable to Traditional Magic, and is penalized 1 Hardship as most Arcana Skill Checks are. You may also use any magical Skill to dispel an effect created with a different Skill, but these Skill Checks take 1 additional Hardship.

Resolution

The Dispel Effect Action takes 1 Hardship to its Skill Check. The Skill Check must be greater than the original caster's Magic Defense + Spell Dice equal to the original caster's Focus Rank. Spell and power effects that are dispelled end immediately.

The Dispel Effect Actions are subject to Skill and Spell Surges as normal.

EXAMPLE

Jennifer's comrade has a spell effect active that is controlling his mind. Jennifer decides she needs to use Dispel Effect. The wizard who cast the spell used Traditional Magic and the Psyche Skill. Jennifer cannot use Psyche so she uses Shape with Traditional Magic.

The caster's Magic Defense is 20, and his Focus is 3. Jennifer has the difficult task of making a Shape Skill Check with 2 Hardships, one for Dispel Effect as normal, and the other because she has to use the Shape Skill instead of Psyche. Her target number is 20 + 3 Spell Dice. When the Spell Dice are rolled, they total 25. This means her total target is 45 to dispel the effect.

DISTRACT [AP 2]

Action Type: Helper (Attack [Melee])

Using feints may confuse a Defender, enabling subsequent attacks to land easier. An Engaged Attacker may attempt to lower an Engaged Defender's defense by using distractions and feints. The Engaged Attacker makes their attack as normal. Compare the BAV against the Defender's Perception Skill Check. If the Defender fails, they take 1 Hardship to their next Defensive Action and -5 to their Base Defense against the next melee attack against them.

EXAMPLE

John is having a difficult time breaking through his opponent's defenses. Therefore, he decides to use the Distract Action to help with his next attack. John rolls his attack as normal against the Engaged Defender's Perception Skill Check. If he succeeds, the Defender takes 1 Hardship and a -5 on their Base Defense on his next Defensive Action against any melee attack.

DRAG [AP 1-3]

Action Type: Attack (Melee), Movement

Drag may only be performed by a character who is also an Offensive Grappler.

An Offensive Grappler may attempt to move both themselves and the Defensive Grappler. The Offensive Grappler must make an Athletics Skill Check against an Athletics, Acrobatics, Hand-to-Hand, or Dodge Skill Check of the Defensive Grappler. The Defensive Grappler makes this Skill Check for no AP cost.

If successful, the Offensive Grappler may move up to 3 hexes while moving the Defensive Grappler the same number of hexes. The Offensive and Defensive Grapplers remain in the same alignment in regards to each other. The Defensive Grappler may be put into a dangerous situation, such as off a cliff, into a spike, etc. The ramifications of such situations should be resolved on that character's next turn.

Each hex moved costs the Offensive Grappler 1 AP.

EXAMPLE

The character Zorath is already engaged in a grapple and he is the Offensive Grappler. He wants to carry the resisting character to his hut. He therefore attempts the Drag action. He makes an Athletics Skill Check and gets 21. The Defensive Grappler makes a Hand-to-Hand Skill Check with a result of 15. Zorath is able to move the Defensive Grappler 3 hexes toward his hut.

DRAW & ATTACK [AP 5]

Action Type: Attack (Melee & Ranged)

You may draw your weapon and attack in one motion without being subject to an Opportunity Attack. However, your attack suffers 1 Hardship.

DRAW & MOVE [AP 3]

Action Type: Movement

A character may draw a weapon without the Quick or Unwieldy quality and move 1 hex/unit multiplied by their Speed.

Moving provokes an Opportunity Attack as normal.

FULL DEFENSE [AP 5]

Action Type: Helper (Non-Attack, Defensive)

At times, a character's only chance to survive is going into a shell and defending. A character can take a complete defensive stance and attempt to defend themselves from all melee attacks by forgoing their own offensive action. The character gains 5 Benefits to Defensive Actions with the Reactive subtype against any attacks and +10 Base Defense until their next action.

EXAMPLE

Knowing his character is in peril, Doug attempts to use Full Defense to keep himself alive. He now gains 5 Benefits to all Defensive Actions with the Reactive subtype until he acts again. He also gains +10 to his Base Defense.

GRAPPLE [AP 3]

Action Type: Attack (Melee)

You may grab onto an opponent and grapple them. You must use the Hand-to-Hand Skill or a weapon with the Grapple quality. You must be an Engaged Attacker to the target. The Grapple Action does no damage to the target. The target may use any Defensive Action against the Grapple attempt as normal. The character initiating the grapple becomes the Offensive Grappler and the target becomes the Defensive Grappler if the Grapple Action is successful.

Grapple is also used by a Defensive Grappler to switch from the Defensive Grappler to the Offensive Grappler. You may not Grapple objects or characters with a Size score 2+ greater than yours.

EXAMPLE

The character Frank wants to grab a hold of an enemy character so that they cannot flee. The player, Don, chooses the Grapple action. Don makes a Hand-to-Hand Skill Check and rolls a 21. The target, a lizardman, immediately uses the Dodge Action. The GM makes a Dodge Skill Check for the lizardman with the result of 18. The lizardman is grappled and becomes the Defensive Grappler, Frank becomes the Offensive Grappler.

HIT & RUN [AP 4]

Action Type: Attack (Melee), Movement

An Engaged Attacker may make an attack against a Defender and move 1 hex/unit afterward. In order to disengage after the attack, make an Acrobatics Skill Check vs. Perception Skill Check by all threatening characters.

On a failure, any character threatening the character may make an Opportunity Attack immediately. The character may then move. If successful, move one hex/unit without provoking the Opportunity Attack Action. Attacks with the Hit & Run Action suffer a -3 Pre-Roll Modifier and cannot be made with Unwieldy weapons.

EXAMPLE

Shimizu wishes to attack and then move in the same action. He can do so with Hit & Run. He makes an attack against his target with a -3 Pre-Roll Modifier. Afterward, if the target is still alive, he must make an Acrobatics Skill Check against the Engaged Attacker's Perception. If successful, Shimizu can move 1 hex in any direction without being subject to the Opportunity Attack action. If not, the threatening character may attack. If Shimizu survives, he can then move 1 hex in any direction.

INTERACT [AP 2]

Action Type: Movement

Interact is performed to complete any minor task not otherwise listed. These could be drawing a weapon, switching weapons, picking up an object, opening doors, and more. The GM might rule that many things are covered by Interact. Actions that take no concentration are not covered by Interact but are instead Free Actions.

EXAMPLE

Sarah needs to have her character, Alexandria, draw her javelin in order to throw it at a charging beast. She uses the Interact Action to do just that.

INTERACT QUICKLY [AP 1]

Action Type: Movement

Interact Quickly is performed to complete any minor task not otherwise listed, but done so as quickly as possible. This action could be drawing a weapon, switching weapons, picking up an object, opening doors, and more. The GM might rule that many things are covered by Interact Quickly. Actions that take no concentration are not covered by Interact, and are instead Free Actions.

Interacting Quickly requires a Challenging Acrobatics Skill Check. If successful, the character completes the action with 1 AP. If the character fails, the action takes 3 AP instead.

EXAMPLE

Toby's character wants to fire first during a shootout. He tries the Interact Quickly Action to draw his steel. He makes an Athletics Skill Check. If he succeeds against a TN of 15, he draws his weapon for 1 AP. If not, the action takes 3 AP.

OPTIONAL: LESS DANGEROUS INTERACTS

If the GM wishes the interact actions to be easier, and less dangerous, change their Action Types to General. This allows their use without drawing an Opportunity Attack.

INTERRUPT [AP 5]

Action Type: General

At times, using overwatch or preparing an action as a response may be beneficial. A character may wait and then perform a certain action if a condition is met. The player uses the Interrupt Action for 5 AP and moves along the Combat Track that amount.

The player must announce what action they will be performing and under what circumstances it will be triggered. If the trigger is not met before the character's next turn, the 5 AP is used as a Delay Action instead. If the trigger is met, the character using Interrupt may immediately use their announced action. The triggered action does not cost any additional AP other than the 5 used for Interrupt.

The Interrupt action may only be canceled by a Defensive Action. If a Defensive Action is used, the Interrupt becomes a Delay Action instead.

EXAMPLE

Jerome's character watches a door, pointing his rifle at it. He decides to perform an Interrupt Action; his Action is Standard Attack, and his trigger is any enemy character exiting the door. He spends 5 AP immediately and moves down the Combat Track. Before Jerome's turn comes again, an enemy exits the doorway. The character can now fire, and does so. He spends no additional AP to make the shot.

LUNGE [AP 4]

Action Type: Attack (Melee)

Sometimes, moving a short distance and attacking is worth doing so at a disadvantage. A character may move one hex or unit in any direction and attack in one action. When taking the Lunge Action, the Attacker's Skill Check receives a -3 Pre-Roll Modifier on the attack.

MOVE [AP 1-5]

Action Type: Movement

Moving around in combat is imperative. A character may move 1 hex/unit multiplied by their Speed score per AP spent. Movement can be taken to any adjacent hex/unit.

EXAMPLE

Brandon wants to move his character. His Speed score is 2. He spends 3 AP to move 6 hexes.

Tom moves his character, who has a Speed score of 1. He also spends 3 AP, but can only move 3 hexes.

OFF-HAND ATTACK [AP 3]

Action Type: Attack (Melee & Ranged)

An Attacker may attack with their non-dominant hand. An attack with a weapon in their off-hand is subject to 1 Hardship and halves melee weapons' damage. Off-handed Attack does not allow a character to attack with both weapons in one action. For that, use Two-Weapon Attack.

EXAMPLE

The character Gorthos' main weapon has been disarmed. Instead of using Interact to switch his off-hand weapon to his main hand, he simply attacks with his off-hand. He takes 1 Hardship to this attack. If he hits, his Post-Roll Modifier for damage is halved.

OFFENSIVE DISARM [AP 4]

Action Type: Attack (Melee)

An Engaged Attacker may try to disarm a Defender. This action uses Called Shot (Arm) and takes all penalties of the Called Shot (Arm).

The Attacker must target the arm with the weapon. This counts as a called shot to the arm which causes 1 Hardship. In addition to the 1 Hardship targeting the arm, add another Hardship to disarm for a total of 2 Hardships. If the attack's BAV is greater than the BDV, the Defender is disarmed. The Defender may use any Defensive Action to avoid being disarmed.

The Defender suffers no actual damage from this attack. Post-Roll Modifiers are not added to the result of the action.

You may not Disarm vehicles.

EXAMPLE

The PC named David uses the Offensive Disarm Action against his enemy. He is subject to 2 Hardships. If his BAV is greater than the Defender's BDV, the enemy is disarmed.

OFFENSIVE MANEUVER [AP 4]

Action Type: Attack (Melee)

An Engaged Attacker may attack while at the same time causing the Defender to move one hex/unit in any direction. This action may cause Engagement to end. Offensive Maneuver may use any Skill normally used to attack.

An Engaged Attacker rolls their Skill Check as normal. If the Attacker successfully hits the Defender, the Offensive Maneuver succeeds. The Attacker may then move the Defender one hex or unit in any direction. Offensive Maneuvers are made with 1 Hardship. In addition to moving the target, they also suffer damage as normal as determined by the TSV of the attack.

If attempting to maneuver a character into an extremely dangerous situation, such as off a cliff, off a boat, or into a snake pit, the Defender may roll a Challenging Perception Skill Check. If they succeed, they may move in a different direction instead.

Targets moved in this manner are not prone to Opportunity Attack.

You may not Maneuver vehicles.

EXAMPLE

Patrick has backed his character's opponent against the edge of a cliff. He tries to use Offensive Maneuver to push him off the cliff. He makes an attack and hits. However, the enemy is able to make a Perception Skill Check in order to move in another direction.

PENETRATE [AP 2]

Action Type: Movement

A character may attempt to get inside another character's weapon's reach. While an Engaged Defender, a character may attempt to move one hex/unit closer to the Engaged Attacker by making an Acrobatics Skill Check against the Engaged Attacker's Perception Skill Check. The Acrobatics Skill Check suffers 1 Hardship.

If successful, the Engaged Defender may move one hexes/units that bring them inside the Engaged Attacker's reach. The character is not subject to an Opportunity Attack for moving while an Engaged Defender.

If they fail, the character may move up to 2 hexes/units, but will be subject to an Opportunity Attack as usual.

EXAMPLE

Lilly is facing a foe with a halberd. She has a short sword so is at a reach disadvantage. In order to close the distance, she uses the Penetrate Action. She makes an Acrobatics Skill Check against the Defender's Perception Skill Check. If she is successful, she can move up to 2 hexes/units passed the Defender's reach without taking an Opportunity Attack.

RALLY [AP 3]

Action Type: Mental

A character may bolster allies by giving encouraging words. A successful rally can cause allies to fight with renewed vigor and determination. Make a Hard Rhetoric Skill Check, and on a success, grant allies within 4 hexes/units a Level-1 Bonus Set on their next action which requires a Skill Check of any kind.

EXAMPLE

Don's character wants to help his allies. He makes a Hard Rhetoric Skill check and uses Rally. His Skill Check beats the difficulty, therefore all chosen characters within 4 hexes/units receive a Level-1 Bonus Set on their next Skill Check.

RELOAD [AP 3]

Action Type: Movement

Many ranged weapons require reloading. A character may reload a weapon to its maximum ammunition capacity with the Reload Action.

EXAMPLE

The character, Tucker, reloads his revolver. He reloads all six bullets with the Reload Action.

RELOAD SLOW [AP 5]

Action Type: Movement

Some weapons are slow to reload. When a weapon's quality calls for it, use Reload Slow instead of Reload. Reload the weapon to the maximum capacity of a weapon.

EXAMPLE

Sticky Joe is a Wild West gunslinger. He has to reload his pistol, which has the Slow quality. He must use Reload Slow instead of Reload, spending 5 AP to do so.

Reload Quickly [AP X]

Action Type: Movement

You may try to reload any weapon you possess quickly, regardless of its qualities. Make a Challenging Acrobatics Skill Check and on a success, lower the AP cost by your Acrobatics Skill Rank to a minimum of 1.

If you fail, you must immediately take the Delay Action for 2 AP instead of reloading your weapon.

Example

Sticky Joe tries to reload his pistol quicker than normal. His pistol usually uses Reload Slow for 5 AP. He makes a Challenging Acrobatics Skill check to lower the AP cost by his Acrobatics score, which is 2. If he is successful, the reload costs 3 AP instead of 5 AP.

Reckless Attack [AP 4]

Action Type: Attack (Melee)

Wild and violent attacks may hit more often but leave characters open for counters. An Engaged Attacker can throw caution to the wind and attack their target recklessly.

The Attacker gains 3 Benefits on this melee attack. They receive 1 Hardship to all Defensive Actions as well as -5 to their Base Defense until they spend AP on an Offensive Action.

Example

Asad swings wildly, trying to defeat his enemy's defenses before he can counter. He gets 3 Benefits to his attack. If any attacks are launched against Asad before he makes an Offensive Action, Asad takes 1 Hardship to his Defense Action and -5 on his Base Defense.

Run [AP 3-5]

Action Type: Movement

Running helps get around the battlefield quicker. For each AP spent, a character may move up to 2 hexes/units multiplied by their Speed Score. To run, a character must spend at least 3 AP.

Running confers a -3 penalty to any attack against a character who has immediately completed a Run Action, or in the middle of a Run Action. Any attack action performed by a character immediately after using the Run Action suffers a -3 Pre-Roll Modifier to their attack.

Example

Logos uses the Run Action. His Speed is 1. He moves 6 hexes, spending 3 AP. An enemy shoots at him, taking a -3 Pre-Roll Modifier to hit. Logos' next action is an attack; Logo suffers a -3 Pre-Roll Modifier on his own attack.

Run & Gun [AP 4]

Action Type: Attack (Ranged)

A character can move and shoot in one motion. Move 1 hex/unit and shoot at the chosen target. The attack suffers a -3 Pre-Roll Modifier to the attack. Aim may not be used in conjunction with the Run & Gun Action. Any Benefits from the Aim Action are lost.

Example

Brayden moves 1 hex/unit and shoots. This costs 4 AP and is done with a -3 Pre-Roll Modifier.

Rushed Attack [AP 2]

Action Type: Attack (Melee & Ranged)

Sometimes attacking quickly is more important than accuracy. A character may attempt to attack quickly but suffer penalties for rushing to action. Rushed Attacks are done with 1 Hardship. Aim cannot be used in conjunction with Rushed Attack. Any Aim actions performed before a Rushed Attack are wasted.

Example

Yang's player, Jason, realizes he will have a tactical advantage buy spending 2 AP on Rushed Attack. He takes 1 Hardship on his attack.

Set [AP 2]

Action Type: Helper (Reactive)

When a character knows an attack is coming and wants to gain the upper hand, they may bolster a Defensive Action with the Reactive subtype. Using Set grants the character 2 Benefits on their next action if it is a Defensive Action with the Reactive subtype. The character may use the Delay action in between Set and the Defensive Action, but any other action will cancel Set and lose all Benefits from it.

Example

Sir Thomas uses the Set action as he knows the bandit will likely use an attack against him. He plans on using Parry as a Defensive Action. If he uses Parry on his next action, he receives 2 Benefits on that action.

SPLIT-ATTACK [AP 5]

Action Type: Attack (Melee)

Attacking two targets can help thin the odds. A character may split their attacks between two Engaged Defenders with a melee attack. Make one attack, but split the BAV in half for each target. If there is a remainder, use the higher half against the first Defender. Each Engaged Defender may use Defensive Actions or Base Defense separately. If successful, add the full Post-Roll Modifiers to each half of the Skill Check to calculate the TSV.

EXAMPLE

Yin swings her sword in a whirlwind of activity. She makes her attack and splits the BAV equally. The Defenders make their Defensive Actions. If Yin is successful, she adds any Post-Roll Modifiers to each attack.

SPRAY & SUPPRESS [AP 5]

Action Type: Attack (Ranged)

Using semi-automatic or automatic weapons allows Attackers to hit multiple targets. When using a ranged weapon with ROF greater than 1, a character may attempt to hit multiple targets that are adjacent to each other. The attack may target a number of characters equal to or less than the ROF of the weapon.

Make one attack, but split the BAV evenly for each target. If there is a remainder, use the higher number against the first Defender. Roll Range Dice once for all targets, but calculate Base Defense separately for each target.

If successful, add the full Post-Roll Modifiers to each half of the Skill Check to calculate the TSV.

Regardless of whether the shot is successful or not, those targeted must make a Challenging Courage Skill Check or they must drop Prone as a Free Action.

EXAMPLE

Rocker uses her SMG with a ROF of 3. She uses the Spray & Suppress Action against two targets. She rolls her attack and splits it in half for each target. Range Dice and Base Defense is calculated as normal. If Rocker is successful, she adds any Post-Roll Modifiers to each attack as well as any bonus for ROF.

The targets immediately make a Courage Skill Check. If they fail, they drop Prone as a Free Action.

STANDARD ATTACK [AP 3]

Action Type: Attack (Melee & Ranged)

People attack each other in combat. Attackers may make a melee or ranged attack with a Skill Check. The target defends based on if the attacks are melee or ranged.

SUNDER [AP 3]

Action Type: Attack (Melee)

An Attacker may target an item if they wish to damage it, such as a piece of armor or weapon. They make an attack against the object with 1 Hardship. The Defender may use any Defensive Action. If successful, the object takes damage instead of the character wielding it.

See Sundering Objects for more information.

EXAMPLE

Lewis swings his sword at the Defender's weapon, making his Swords Skill Check. The Defender uses a Defensive Action in order to dodge. If successful, the Defender's weapon takes damage.

TWO-WEAPON ATTACK [AP 5]

Action Type: Attack (Melee & Ranged)

Two-weapon fighting allows for a character to use two weapons simultaneously at a severe penalty. A character may attack with a weapon in each hand, using both to attack their enemy. Each attack is calculated separately, but each take 2 Hardships to each attack. The weapons must have the Adaptable or One-Handed qualities.

Each attack may have different targets, so long the specific attack can hit the target in question.

EXAMPLE

Sticky Joe has a knife in one hand, and a pistol in the other hand. He attempts a Two-Weapon Attack. He stabs at a character that is adjacent with the knife, taking 2 Hardships when doing so. Then, he shoots his pistol at another cowboy that is 6 hexes away. This attack also takes 2 Hardships.

TEND TO INJURIES [AP 4]

Action Type: Movement

Field medics are invaluable in keeping a character as healthy as possible. A character may attempt to quickly treat Injuries so that the target may ignore their effects. A character may make a Challenging Healing Skill Check. If successful, one Injury is treated and removed. For every 10 Levels of Success greater than the TN, an additional Injury is treated and removed.

EXAMPLE

Eiry uses Tend to Injuries to reduce the number of Injuries a character has. She makes a Healing Skill Check and compares it to the TN. If she passes her Skill Check, she removes an Injury. The higher she rolls, the more Injuries she can remove.

TEND TO WOUNDS [AP 4]

Action Type: Movement

Wounds inflict horrible penalties, so tending to them for temporary relief is helpful. A character may attempt to quickly staunch wounds so that the target may ignore 1 Wound Hardship on their next Skill Check. After the first Skill Check, the Wound Hardship is applied once again. To Tend to Wounds, the character makes a Healing Skill Check against the Wound with the lowest TSV. If successful, the wounded character may ignore that Wound Hardship.

EXAMPLE

Eiry attempts to staunch Zavis' Wound. She makes a Tend to Wounds action on Zavis and succeeds on her Healing Skill Check against the lowest TSV of his Wounds. Zavis ignores the Wound until after his next action.

TRIP [AP 4]

Action Type: Attack (Melee)

You may knock someone to the ground by knocking out their legs from beneath them. This action uses Called Shot (Legs) and takes all penalties of the Called Shot (Leg). The Attacker must use the Hand-to-Hand Skill or a weapon with the Grapple quality.

The Attacker must target the Defender's leg. This counts as a Called Shot to the leg which causes 1 Hardship. In addition to the 1 Hardship targeting the leg, add another Hardship to trip for a total of 2 Hardships. If the attack's BAV is greater than the BDV, the Defender is tripped to the ground and Prone.

The Defender may use any Defensive Action to avoid being tripped. You may not trip Vehicles.

EXAMPLE

Jamarcus uses his halberd to try to trip a Defender. He makes his attack with 2 Hardships. The Defender may use any applicable defense. If Jamarcus' attack is successful, is tripped to the ground and Prone.

WHIRLWIND ATTACK [AP 5]

Action Type: Attack (Melee)

When attacking a mob you can potentially kill more than 1 rank of the mob with this action. Minions die after suffering 1 point of damage. If the Attacker deals 10 points of damage, kill 2 ranks, if they deal 20 points, kill 3 ranks, and so on.

EXAMPLE

Pang De attacks a Rank 5 mob of minions. His attack succeeds with a TSV of 26. This means he kills 2 ranks of the mob, leaving the mob with 3 Ranks.

Offensive Action Chart [Part 1]		
Action	**Type**	**Summary**
Aim (AP 1-5)	Helper (Attack [Melee or Ranged)	Grants benefits to next Attack Action.
Assist (AP 2)	Helper (Any)	Grants bonus sets to a different character's next Skill Check.
Called Shot (AP 4)	Attack [Melee or Ranged]	Attacks a specific Hit Location or object.
Cast Carefully (AP 5)	Mental	Casts or activates a spell/power with an increased Focus Skill Rank.
Cast Quickly (AP 2)	Mental	Cast quicker with a penalty to success and Focus Skill Rank.
Cast Spell or Activate Power (AP 3)	Mental	Casts or activates a spell/power.
Cautious Attack (AP 3)	Attack [Melee]	An attack that sacrifices the ability to hit for increased defensive capabilities.
Change Posture (AP 1)	Movement	Stand up or go Prone.
Charge (AP 5)	Attack [Melee]	Move and attack with a penalty to hit and defense, but increased damage.
Consider (AP 1-5)	Helper (Mental)	Grants benefits to the next Mental Action.
Delay (AP 1-5)	General	Delay your turn by wasting AP.
Disengage (AP 1-5)	Movement	Move away from a threatening target without taking an Opportunity Attack.
Dispel Effect (AP 2)	Mental	Dispel a magical effect already active.
Distract (AP 2)	Helper (Attack [Melee])	Lower the defense of a target.
Drag (AP 1-3)	Attack, Movement	Move a previously grappled target along with you.
Draw & Attack (AP 5)	Attack [Melee & Ranged]	Draw your weapon and attack in one turn at a penalty.
Full Defense (AP 5)	Helper [Non-Attack]	Significantly bolster your defense by sacrificing your turn.
Grapple (AP 3)	Attack [Melee]	Initiate a grapple.
Hit & Run (AP 4)	Attack [Melee], Movement	Attack a target and move away in the same turn.
Interact (AP 2)	Movement	Catch all movement that includes other things not covered, including drawing weapons.
Interact Quickly (AP 1)	Movement	A fast version of Interact that requires a Skill Check.
Interrupt (AP 5)	General	Prepare for a specific trigger to do something.
Lunge (AP 4)	Attack [Melee]	Move and attack for a minor penalty.

OFFENSIVE ACTION CHART [PART 2]		
ACTION	TYPE	SUMMARY
Move (AP 1-5)	Movement	Move around the battlefield.
Off-Hand Attack (AP 3)	Attack [Melee & Ranged]	Attack with your non-dominant hand at a penalty.
Offensive Disarm (AP 4)	Attack [Melee]	Disarm a target at a resisted penalty.
Offensive Maneuver (AP 4)	Attack [Melee]	Move a target and damage them at a penalty.
Penetrate (AP 2)	Movement	Move inside the reach of a threatening Attacker without provoking an Opportunity Attack.
Rally (AP 3)	Mental	Provide close allies a small bonus to their next Skill Check.
Reload (AP 3)	Movement	Reload a weapon that requires it.
Reload Slow (AP 5)	Movement	Reload a weapon that requires a slow reload.
Reload Quickly (AP X)	Movement	Reload a weapon quicker than normal. Requires a Skill Check.
Reckless Attack (AP 4)	Attack [Melee]	Attack with benefits but a penalty to defense.
Run (AP 1-5)	Movement	Move faster around the battlefield with a penalty to hit or be hit directly after running.
Run & Gun (AP 4)	Attack [Ranged]	Shoot while moving.
Rushed Attack (AP 2)	Attack [Melee & Ranged]	Attack faster than a standard attack with a penalty.
Set (AP 2)	Helper [Reactive]	Prepare a defensive action with benefits.
Split-Attack (AP 5)	Attack [Melee]	Melee attack multiple targets at once by splitting your attack roll.
Spray & Suppress (AP 5)	Attack [Ranged]	Shoot multiple adjacent targets and possibly cause them to drop Prone.
Standard Attack (AP 3)	Attack [Melee & Ranged]	Attack a target.
Sunder (AP 3)	Attack [Melee]	Attempt to damage a weapon or object.
Two-Weapon Attack (AP 5)	Attack [Melee & Ranged]	Attack with two weapons at an extreme penalty.
Tend to Injuries (AP 4)	Movement	Heal injuries.
Tend to Wounds (AP 5)	Movement	Ignore Wound Hardships for a limited time.
Trip (AP 4)	Attack [Melee]	Knock a Defender Prone.
Whirlwind Attack (AP 5)	Attack [Melee]	Defeat multiple ranks of mobs by doing more damage.

C-9

DEFENSIVE ACTIONS

Defensive Actions are reactive. They must be used in response to an Offensive Action in combat. Each Defensive Action costs Action Points to complete just like any Offensive Action. This moves the character down the Combat Track as usual.

BLOCK/PARRY [AP 1]

Action Type: Reactive

A Defender may use a weapon or shield to block or parry a melee attack.

A Defender makes a Skill Check with their applicable Skill. If their BDV is greater than the Attacker's BAV, they parry or block the blow.

EXAMPLE

Shamad reacts to an attack choosing to use Block/Parry to parry the attack with his tulwar. He makes a Skill Check, and the GM compares the BDV to the BAV. If the BDV is higher, Shamad parries the blow. Shamad advances 1 AP on the Combat Track.

COUNTERSTRIKE [AP 3]

Action Type: Attack (Melee), Reactive

A Defender may counter attack any target that makes an attack against them, so long as they are also Engaged Defenders to the original Defender.

The Defender rolls their selected Skill Check and compares the BDV and BAV as usual. If the BDV is greater than the BAV, the Counterstrike is successful and the Defender evades the attack and instead strikes the Attacker. The original BAV and BDV switch, with the BAV of the original Attacker becoming the BDV, and the BDV of the Defender using Counterstrike becoming the BAV. Apply Post-Roll Modifiers as normal.

Counterstrikes are made with 2 Hardships.

The original Attacker cannot make a Defensive Action against a Counterstrike, as their original attack is their roll for this exchange.

EXAMPLE

Ollie believes his character, Reznak, has a much greater skill than his enemy. Therefore, he chooses Counterstrike as a Defensive Action. He makes his Skill Check and compares BDV to BAV. If successful, he follows combat rules as if he made the attack.

DEFENSIVE DISARM [AP 4]

Action Type: Attack (Melee), Reactive

Even while defending, a character can turn the tide of battle by disarming their foe. An Engaged Defender may try to disarm an Engaged Attacker. This Action uses Called Shot (Arm) and takes all penalties of the Called Shot (Arm).

The Attacker must target the arm with the weapon. This counts as a Called Shot to the arm which causes 1 Hardship. In addition to the 1 Hardship targeting the arm, add another Hardship to disarm for a total of 2 Hardships. If the attack's BDV is greater than the BAV, the Defender is disarmed. The Attacker cannot use any Defensive Action to prevent a Defensive Disarm.

EXAMPLE

Rhtoki uses his staff in an attempt to disarm an Attacker. He is subject to 2 Hardships. If his BDV is greater than the Attacker's BAV, the Attacker is disarmed.

DEFENSIVE DISENGAGE [AP 2 + AP 1-3]

Action Type: Movement, Reactive

Moving while on the defensive can help put distance between an Attacker and Defender. An Engaged Defender may attempt to dodge, parry, or block an attack while moving safely away. The dodge, parry, or block is made with 1 Hardship.

If avoiding the blow is successful, the Defender may attempt an Acrobatics Skill Check against the Attacker's Perception Skill Check. The character may then move up to 3 hexes or units out of the engaged range of any Attacker. If the Defender fails their Acrobatics Skill Check, they cannot move. They do not provoke an Opportunity Attack.

EXAMPLE

Justin's character is being surrounded. When attacked, he uses Defensive Disengage. He is able to parry the attack and now makes an Acrobatics Skill Check against the Attackers Perception Skill Check. If successful, Justin may move his character up to 3 hexes away from the Attacker.

DEFENSIVE MANEUVER [AP 2]

Action Type: Attack (Melee), Reactive

Moving your opponent while defensive can give a character a tactical advantage. An Engaged Defender may defend while at the same time causing the Attacker to move one hex in any direction.

This action may cause Engagement to end. The Defensive Maneuver is used as if using the Block/Parry Action or Dodge Action.

An Engaged Defender rolls their Skill Check as normal. If the Defender's Defensive Action is successful, the Defensive Maneuver succeeds. The Defender may then move the Attacker one hex or unit in any direction. Defensive Maneuvers are made with 1 Hardship.

If attempting to maneuver a character into an extremely dangerous situation, such as off a cliff, off a boat, or into a snake pit, the Attacker may roll a Perception Skill Check against a Challenging Difficulty. If they succeed, they may move in a different direction instead.

Movement made in response to this action does not provoke an Opportunity Attack. You may not Maneuver vehicles.

Example

Lewis decides to try to move an Attacker onto a new hex to help facilitate his retreat. He therefore uses a Defensive Maneuver. He is successful with his defense Skill Check and is immediately able to move his Attacker to a hex that clears his path.

Dispel [AP 2]

Action Type: Mental, Reactive

A character with the ability to cast or activate a Manifestation may attempt to dispel a spell or power. Characters must have either the Super Powers or Traditional Magic abilities, and may only dispel the same type of magic (Super Powers vs. Super Powers, Traditional Magic vs. Traditional Magic).

The Dispel Action occurs before the original magic Skill Check is opposed by the spell's difficulty. In order to Dispel a manifestation, the original spell or power cast must use one of the five magical Skills (Arcana, Essence, Harness, Psyche, or Shape). The Dispel Action may be made with same magical Skill without penalty. Arcana may be used against any other magical Skills, but is only applicable to Traditional Magic, and is still penalized 1 Hardships as most Arcana Skill Checks are. You may also use any magical Skill to Dispel a manifestation cast with a different Skill, but these Skill Checks take 1 additional Hardship.

Resolution

The Dispel Action takes 1 Hardship to its Skill Check, and must have a result greater than that of the Spell being cast or Power being activated, in order to be successful. Spells that are Dispelled cannot cause Skill or Spell Surges. If the Dispel fails, the spell is cast as normal.

Dispel actions are subject to Skill Surges.

Example

Faraday realizes an enemy wizard is casting a spell. Once the spell is cast, she chooses to try to Dispel it by spending 2 AP and using the Dispel Action. Both casters use the same type of magic, and both are using the Harness Skill. Therefore, Faraday does not take any additional penalties aside from 1 Hardship that all Dispel Actions receive. If Faraday's Skill Check is greater than the original spell's Skill Check, it is Dispelled, and it does not take effect.

Dodge [AP 1]

Action Type: Reactive

Evading is the quickest way to defend an attack. An Engaged Defender may use their own agility to evade an attack. A Defender makes a Dodge Skill Check and compares the BDV to BAV. If the BDV is higher than the BAV, the attack is dodged.

The Dodge Action cannot be used against Ranged Attacks unless the ranged weapon is used adjacent to the target or the weapon is Thrown.

Example

Paul uses the Dodge Action. He quickly tries to step aside from a blow. He rolls his BDV. If higher than the BAV he evades the attack.

Opportunity Attack [AP 3]

Action Type: Attack (Melee), Reactive

When an opponent leaves their guard down, a skilled warrior can take advantage of the situation and attack. Opportunity Attacks become available as dictated by the rules; this action is typically triggered by a character using any action that moves them while an Engaged Defender unless their action states otherwise. Opportunity Attacks are made with 1 Hardship.

Targets of Opportunity Attacks cannot actively defend and use their Base Defense instead. A PC threatens an enemy character which uses the Movement Action Type while acting as an Engaged Defender.

Example

An Engaged Defender moves haphazardly, and Jonas can decide to use an Opportunity Attack or not. Jonas decides to attack, and makes a Standard Attack.

STRAFE [AP 2]

Action Type: Reactive

A Defender may attempt to block, parry, or dodge a blow, while at the same time moving up to one hex in any direction so long as the Defender remains Engaged with the Attacker. A Defender may not Disengage as a part of a Strafe.

A Defender rolls their associated Skill Check and compares the BAV against the BDV. If the Defender's roll is greater than the Attacker's, the Parry is successful. The Defender then may move one hex so long as the Defender remains Engaged with the Attacker. The Defender cannot move out of Engagement with the Attacker using a Strafe. Strafes are made at a -3 penalty.

EXAMPLE

Tim makes a Strafe attempt. He makes a Dodge Skill Check with a -3 Pre-Roll Modifier. If he succeeds, he blocks the attack and moves one hex/unit while remaining engaged.

TAKE ATTACK [AP 2]

Action Type: Reactive

A non-Target of an attack may attempt to Parry or Block the attack so long as they are adjacent to the Engaged Defender. Any Skill Checks to Parry/Block are made at 1 Hardship.

If this fails, the original target may still use an Active Defense as desired.

EXAMPLE

Ghanji attempts to parry a blow destined for an ally he is adjacent to. He makes this Skill Check with 1 Hardship. If successful, he blocks the blow. If not, the intended target may still react as normal.

DEFENSIVE ACTION CHART		
ACTION	TYPE	SUMMARY
Block/Parry (AP 1)	Reactive	Block or parry an attack against you.
Counterstrike (AP 3)	Reactive, Attack	Attack someone who attacks you instead of defending.
Defensive Disarm (AP 4)	Reactive, Attack	Attempt to disarm an Attacker.
Defensive Disengage (AP 2 + AP 1-3)	Reactive	Attempt to disengage from an Attacker while defending.
Defensive Maneuver (AP 2)	Reactive, Attack	Attempt to move an Attacker while defending.
Dispel (AP 2)	Reactive	Cancel a spell or power that has been cast or activated.
Dodge (AP 1)	Reactive	Dodge an attack against you.
Opportunity Attack (AP 3)	Reactive	Attack a target that provokes an Opportunity Attack.
Strafe (AP 2)	Reactive	Move 1 hex/unit while remaining engaged and defending.
Take Attack (AP 2)	Reactive	Attempt to block or parry an attack meant for an adjacent target with a penalty.

THE BATTLEFIELD

Combat can occur anytime and anywhere. From country roads, taverns, to cozy homes and dangerous dungeons, danger always lurks just ahead.

Heroes & Hardships suggests a vertical hexagonal grid for combat. This allows a more realistic experience that gives more options for players. This section will describe combat situations that will undoubtedly come up in play.

SIZE

Each object has a size. In most cases it is not important to know the size of the object, but there are times when it is necessary.

Most humanoids have a Size of 1. This is the default size for any creature. Creatures that are Size 1 occupy one hex/unit.

When applied, the Ancestry Trait Small is considered .5 the norm of any Size. This is for reference only, as the Ancestry Traits only affect the character as written in the Ancestry Trait itself.

Size Differences in Combat

Larger Size characters are easier to hit, do more damage, and are resilient against smaller creature's attacks.

- Post-Roll Damage using the Hand-to-Hand Skill, or any Melee Skill, are multiplied by the Size of the character.
  - This is applied before any adjustments to your weapon damage, such as abilities like Lethal Weapon.
- Lower the Base Defense of a character against attacks from characters with a smaller Size.
  - Lower the Base Defense by 5 per Size level of difference, to a minimum of 0.
- Increase the Base Defense of a character against attacks from characters with a larger Size.
  - Increase the Base Defense by 5 per Size level of difference.

EXAMPLE

A Size 3 creature's Base Defense is lowered by 10 against a Size 1 creature.

EXAMPLE

A Size 1 creature's Base Defense is increased by 10 against a Size 3 creature.

- Large creatures find Stealth difficult due to their large frame. For each Size greater than 1, apply 1 Hardship to any Stealth Skill Checks.
- Creatures that are smaller in Size receive a -5 Post-Roll Modifier (minimum value of 0) on melee attacks with Slashing, Piercing, or Bludgeoning Aspects against larger creatures, for every Size level difference. The Other Aspect is not affected.

EXAMPLE

A Size 1 creature attacks a Size 2 creature with a melee weapon. Subtract 5 from the sword's post-roll modifier, to a minimum of 0.

HEXES

For games using hexes, it is important to know how size affects how many hexes the object occupies.

Size 1 always occupies a single hex. Sizes larger than 1 may increase the hexes they occupy.

The GM may occupy a number of hexes equal to the Size score of the character. This can be arranged in any manner the GM thinks best, so long as all hexes are contiguous.

ENGAGEMENT

Engagement is a term used primarily in melee combat. Engagement describes who can immediately attack and defend. There are two types of combatants involved in Engagement. These are the Engaged Attacker and the Engaged Defender.

An Engaged Attacker is engaged with any character they can reach with a melee weapon currently in hand. An Engaged Defender is Engaged with any character that can reach them. It is possible, and likely, to be both an Engaged Attacker and Engaged Defender.

An Engaged Defender can be engaged by up to six other characters. An Engaged Attacker cannot engage through another character, friendly or not. An Engaged Attacker must have an unobstructed path to the Defender.

Example

Sir Carthis faces a soldier holding a halberd. Sir Carthis' sword must be used adjacent to his target. However, the soldier's halberd has the Reach quality. This means the soldier is an Engaged Attacker from 1 full hex/unit away. In this scenario, Sir Carthis is an Engaged Defender but not an Engaged Attacker. In contrast, the soldier is an Engaged Attacker but not an Engaged Defender.

Moving as an Engaged Defender

Moving while an Engaged Defender is a dangerous proposition. Doing so while an Engaged Defender is often subject to the Opportunity Attack Action from any character that is an Engaged Attacker. If an Opportunity Attack Action is made, the Engaged Defender cannot use any Defensive Actions. Instead, use their Base Defense as if they are helpless.

To prevent Opportunity Attacks, an Engaged Defender can use certain actions to protect themselves while moving.

Distances

There are two different types of distance units that can be used in *Heroes & Hardships* depending on what level of tactical combat desired.

Heroes & Hardships uses a hex grid for tactical combat. When any number is supplied for movement or range, the ratio of movement is 1 hex/unit to 1 Speed.

Example

Tactical: Mike's game of Heroes & Hardships uses a hex grid. He moves his character, Asad, along the grid 3 hexes. This translates directly to the Movement Action, which costs 1 AP per hex. He spends 3 AP to move 3 hexes.

Example

Narrative: Tim's GM wants a more narrative approach or simply does not want to use a hex grid. Therefore, they are using units to measure distances. To make it easy for his players, who are all using meters, the GM declares each unit is a meter. Tim wants to shoot his gun at a criminal. The gun's range value is 8, which in this case means 8 meters. The GM determines the criminal is 10 meters away from Tim. To make a shot at this range, they use the Medium Range Band.

Optional: Multiple Engagements

An Engaged Defender may be engaged by up to six Engaged Attackers. An Engaged Attacker may engage up to six Engaged Defenders.

When making an attack, the Attacker and Defender must determine the total of Engaged Attackers against them. Subtract the Attacker's total by the Defender's total. If the total is greater than 0. This number is called the Total Engagement Advantage (TEA). The maximum TEA is 5. With a TEA greater than 0, the Defender is being ganged up on and suffers penalties to any Defensive Action.

An Engaged Defender is subjected to a -3 Pre-Roll Modifier to any Defensive Action for each point of TEA. The maximum Pre-Roll Modifier for multiple engagements is -15.

Example

Another soldier rushes Sir Carthis. There are now two soldiers attacking the knight. One soldier is adjacent to Sir Carthis, and the other is 1 hex away. However, Sir Carthis is an Engaged Defender to both of them. He has a total of 2 Engaged Attackers.

The adjacent soldier attacks, and only has 1 Engaged Attacker, which is Sir Carthis. The GM determines the TEA is 1. This means Sir Carthis takes a -3 to his Defensive Action for being ganged up on.

Movement

Movement may be tied to either units, which is a generic term of distance left up to the GM, or hexes. When a character moves, count the number of hexes or units and move accordingly. Skills can be used instead of movement where needed. Climbing, swimming and others should often require a Skill Check when the character does not possess that mode of movement. You must use an Action to move. Different Actions allow you to move in certain ways.

Modes of Movement

There are 4 modes of movement. These modes are typically granted by Ancestry Traits or other special methods.

- Walk: Moving on the ground.
- Fly: Flying through the air.
- Burrow: Digging through the earth.
- Swimming: Swim through the water.

All creatures are assumed to have the Walk mode of movement unless they have a flaw that states otherwise.

Speed

Each character or object has a Speed rating. Most Speed ratings are 1. When moving, the character typically moves their Speed rating per AP spent, but this depends directly on the Action used.

Speed scores greater than 1 multiply the action's rate of movement per AP.

Unarmed Attacks

Unarmed combat uses the Hand-to-Hand skill. Unarmed strikes have no Post-Roll Modifiers as damage as most weapons do. This system is for forms of striking, punching, kicking, etc. All unarmed attacks use the Bludgeoning Aspect.

Unarmed combat typically does not do lethal damage. Non-lethal attacks cause Wound Hardships, but do not track Wounds as normal. Only make Falter Rolls with non-lethal unarmed attacks instead of Death Rolls.

Unarmed attacks have the One-Handed trait and Grapple quality.

Moving Through Occupied Spaces

A player may wish to move their character through an occupied space. When moving through a friendly hex or occupied space, increase the movement cost by 1 AP.

In order to move through a hex or space occupied by an enemy, the character moving must make a Challenging Acrobatics Skill Check. If they fail, they must stop on their current hex or space and finish their action immediately. The Skill Check does not cost any additional AP to perform.

Opportunity Attacks

Moving through an enemy hex or occupied space will immediately allow that character to make the Opportunity Attack action while the moving character is Engaged. This occurs when moving any number of units or hexes while the mover is Engaged. Engaged Attackers may only trigger an Opportunity Attack once per the Engaged Defender's movement. However, an Engaged Attacker may make the attack any time while the Defender uses a Movement Action and is Engaged.

Stopping

Characters may not stop in a space that is occupied by another character unless grappling. They must continue to an unoccupied space. If you cannot complete the movement through an occupied space, either due to a lack of AP or having no valid hex in which you can go, you may not move through the occupied space at all.

Movement Impediments

Movement can be impacted by certain environments. This could be thick brush, high winds, slick surfaces, etc. Movement Impediments are cumulative. This means if multiple sources apply Movement Impediments, add the Movement Impediment Ranks and use the penalty of the total Ranks.

There are four Ranks of Movement Impediments.

- **Rank 1:** Characters cannot use the Run Action in combat, and Stamina Skill Checks suffer a -3 Pre-Roll Modifier.
- **Rank 2:** Characters cannot use the Run Action in combat. Stamina Skill Checks suffer a -3 Pre-Roll Modifier. The Move Action costs double in combat. The maximum of 5 AP spent per turn still applies, which may impact the maximum hexes a character can move.
- **Rank 3:** Characters cannot use the Run Action in combat. Stamina Skill Checks suffer a -3 Pre-Roll Modifier. The Move Action costs double in combat. The maximum of 5 AP spent per turn still applies, which may impact the maximum hexes a character can move. In order to move, characters must make a Difficult Acrobatics or Athletics Skill Check. If they fail, they may only move 1 hex/unit.
- **Rank 4+:** Characters cannot move. Stamina Skill Checks suffer a -3 Pre-Roll Modifier.

SENSORY IMPEDIMENTS

Sensory Impediments are conditions that lower the senses of characters in a scene. This could be darkness, extreme brightness, fog, etc. Sensory Impediments typically impact only 1 of the 5 senses: Hearing, Sight, Touch, Taste, or Smell. Sensory Impediments are cumulative. This means if multiple sources apply Sensory Impediments, add the Sensory Impediment Ranks and use the penalty of the total Ranks.

There are four Ranks of Sensory Impediments.

- **Rank 1:** When using the impacted sense, all Skill Checks take a -3 Pre-Roll Modifier.
- **Rank 2:** When using the impacted sense, all Skill Checks take 1 Hardship.
- **Rank 3:** When using the impacted sense, all Skill Checks take 2 Hardships.
- **Rank 4+:** When using the impacted sense, all Skill Checks automatically fail.

Ambush & Surprise

In order to ambush another group of individuals, those attempting the maneuver must make an Opposed Stealth Skill Check against the Defenders' Perception Skill Check.

Use Group Skill Checks where necessary.

A failed Ambush takes time to prepare and execute. Add 1 AP to those that fail the Ambush, ensuring the Defenders act first.

Succeeding on an ambush grants a massive advantage to the ambushers. Add 1 AP to the Defenders if they fail and give 1 Hardship to their Initiative rolls.

Surprised Without Ambush

There may be other situations where characters are surprised that do not include ambushes. Examples are being attacked by dead bodies, people you trust, etc. Characters should have a chance to prevent this with an Opposed Skill Check, but the Skill might be something other than Perception.

Example

Drogar attempts to ambush a guard. He makes Stealth Skill Check against the guard's Perception Skill Check. Drogar succeeds. Add 1 AP to the guard, and when Initiative is rolled, the guard takes 1 Hardship.

Lying Prone

Any time a character is said to be Prone, they are off their feet and on the ground. Prone characters that are aware and conscious take 2 Hardships to any Defensive Action. Prone characters using an Offensive Action with a melee attack also take 2 Hardships. Prone characters gain 2 Levels of Cover Impediments against Ranged Attacks at Close Range and above.

Prone characters can stand up by using the Change Posture Action.

Targeting Non-Characters

Sometimes an Attacker may want to target a space or object that is not a character. This would include throwing a grenade to a certain hex/unit, or perhaps a door, stationary vehicle, etc. Always target the hex/unit that the object belongs in, or simply the hex/unit itself. Objects never have a Base Defense and cannot make Defensive Actions. This means the difficulty is solely based on Range Dice. Their Base Defense is 0.

If the Thrown item would impact a character in any way, apply Base Defense as well as Range Dice as usual. This may create different BDV per character. This is most commonly seen when being targeted by something with the Explode quality.

Scatter

It is sometimes useful to know where a weapon or ammunition lands. This is particularly true for weapons with the Thrown and Explosive qualities.

In most other cases, thrown weapons that miss are considered to be in the hex/unit where they were aimed regardless of whether the attack was successful or not. Other ranged attacks ricochet away, bury themselves into the ground, or plunge into nearby inanimate objects.

Use the following rules when the landing spot of a Thrown or exploding weapon matters.

- The attack is successful:
    - The weapon lands in the same hex/unit that was targeted.
- The attack misses:
- **Level 1 Scatter:** BAV <= BDV – 5 (1-5 Levels of Failure)
    - The weapon lands in an adjacent hex/unit to the target as determined by the GM. The GM should place the weapon in the least advantageous hex/unit for the thrower.
    - Consider the BSV 0 for the purposes of calculating TSV.
- **Level 2 Scatter:** BAV <= BDV – 10 (6-10 Levels of Failure)
    - The weapon lands 2 hexes/units away from the target as determined by the GM. The GM should place the weapon in the least advantageous hex/unit for the thrower.
    - Consider the BSV 0 for the purposes of calculating TSV.
- **Level 3 Scatter:** BAV < BDV – 10 (11+ Levels of Failure)
    - Choose one of the two, whichever is worse for the Attacker
        - The weapon lands in any hex/unit reachable at Extreme Range from the Attacker as determined by the GM. The GM should place the weapon in the least advantageous hex/unit for the thrower.
        - The weapon lands at the Attacker's feet, in the same hex/unit as the thrower.
    - Consider the BSV 0 for the purposes of calculating TSV.

Example

Jon throws a grenade at his enemy. He calculates his difficulty with the enemy's Base Defense and Range Dice as usual. The TN is 33. Jon's Skill Check is 25. Jon has 8 Degrees of Failure. This is a Level 2 Scatter. The GM lands the grenade 2 hexes/units away from the target, closest to an important NPC. The explosion hits both the NPC and the target.

GRAPPLING

A combatant can use the Grapple action to initiate a grapple.

There are only two participants in a grapple. They are the Offensive Grappler and the Defensive Grappler. A character may be the Defensive Grappler in more than one grapple; however, a character typically can only be a part of one grapple as the Offensive Grappler.

There are slightly different rules for grappling depending if you are an Offensive or Defensive Grappler.

Both Offensive & Defensive Grapplers

- While in a Grapple, both Offensive and Defensive Grapplers cannot use an action to move unless that action specifically allows it. Any action that provokes movement immediately fails.
- Any grappler that does not defend an attack while in a grapple uses their Base Defense as normal.

Offensive Grappler

- The Offensive Grappler is considered grappling on subsequent turns unless the grapple is broken or released.
- The Offensive Grappler may let go of their grapple as a Free Action with no AP cost.
- The Offensive Grappler that uses Offensive Actions that target the Defensive Grappler and require a Skill Check gain one Level-2 Bonus Set so long as they use the Hand-to-Hand or Short Blades Skill.
    - If any other Skill is used, the Offensive Grappler suffers 1 Hardship instead.
- If the Offensive Grappler uses an Offensive or Defensive Action against a target that is not the Defensive Grappler, the grapple automatically ends as the Offensive Grappler is forced to release their grip.

Defensive Grappler

- Defensive Grapplers may use the Grapple Action to change from the Defensive Grappler to the Offensive Grappler.
    - The Offensive Grappler may use any Defensive Action a usual.
    - If the Defensive Grappler's Grapple Action is successful, the Defensive Grappler becomes the Offensive Grappler and may end the grapple immediately by letting go as a Free Action.
    - Defensive Grapplers that are not adjacent to Offensive Grapplers, and do not have Reach, cannot become the Offensive Grappler. The Grapple immediately ends instead.
- Defensive Grapplers may use Offensive Actions, and they may attack any adjacent target. Those that require a Skill Check take 2 Hardships.
- The Defensive Grappler cannot make Defensive Actions against any character that is not the Offensive Grappler. They defend with their Base Defense only.
- The Defensive Grappler may make Defensive Actions against the Offensive Grappler, so long as they use the Hand-to-Hand or Short Blades Skill. If not, they take 1 Hardship when attempting to do so.
- Defensive Grapplers that are grappled by a weapon that is not actively controlled (such as a net) make an pposed Skill Check against the previous BAV of the weapon's attack in order to break free.

EXAMPLE

Yogoth, a strange tentacled monster, has Shio in its grasps. Yogoth is the Offensive Grappler and Shio is the Defensive Grappler.

Shio's turn is first, and uses the Grapple Action to break free. He makes a Hand-to-Hand Skill Check and gets a 12. Yogoth makes a Block/Parry Action with a result of 19. Shio is still grappled. On Yogoth's turn, it attempts to bite Shio with its natural weapon. This is a Hand-to-Hand Skill Check that receives a Level-2 Bonus Set. Shio desperately attempts to Block/Parry with his longsword, but this weapon is penalized 1 Hardship. Yogoth's attack totals 33, and Shio's defense is a 15. Shio is wounded and in serious trouble if he cannot break free.

OPTIONAL: SIMPLIFIED COMBAT

There are times where a GM and players may wish to simplify combat. Smaller, less important encounters often qualify for this. GMs may run entire games using only Simplified Combat, or they may intermix the two modes based on the needs of the scene.

Simplified Combat is less strategic, and may cause certain abilities to be useless. If a GM plans on using Simplified Combat often, they should alert their players before character creation.

Simplified Combat follows all rules of the standard combat system except those explained below:

- Simplified Combat does not use the Combat Track, or Action Points.
- Combat uses Rounds and Turns.
- Determine the order of turns with Initiative. Once the last turn has been completed, start the next round from the top of Initiative.
- All Offensive Actions require 1 Turn to complete, regardless of AP normally required.
- Any effect, such as manifestations, environmental, etc, lasts a number of rounds up to the normal AP duration / 2 (Rounded Down).

MOUNTED COMBAT

When a character is atop a mount, they are considered mounted. Mounted characters gain certain bonuses and drawbacks.

- Characters must be at least one Size score less than their mount.
- Characters gain all benefits and drawbacks of the Size score of their mount.
- Attacks can be made against the rider or mount.
  - If the mount takes a Wound, the rider must make a Hard Ride Skill Check or be thrown from the mount. If the mount dies, the rider is automatically thrown.
    - Those thrown from the mount take a Hazard with a Rank equal to the Size of the mount as they fall to the ground. This Hazard causes Bludgeoning damage.
      - Increase the Rank by 1 if the mount dies.
    - Fallen riders are Prone in a free hex adjacent to the mount of the GM's choosing.
- Either the Mount or Rider acts on the character's turn, not both.
  - When either act, move both up the Combat Track.
  - Most Mounts can only use the Move, Run, or Standard Attack Actions. Other actions are used by the rider.
- Riders may only use Mounted, One-Handed or Adaptable (in One-Handed mode) weapons while on their mount.

OPTIONAL: MORALE

Most intelligent adversaries will not fight to the death if given the chance to flee. The GM can simply have adversaries flee when they feel they would, but if the GM would like to leave it up to the dice, they may use this Morale system.

The turn after a character is Wounded, the adversary makes a Challenging Courage Skill Check. Wound Hardships and Injuries are applied to Morale. Therefore, the more Wounded and Injured a character is, the more likely they are to flee.

If a character fails this Courage Skill Check, they immediately attempt to use the Disengage Action and flee until they are safely clear of the fighting. If for some reason the character cannot flee, they will surrender. Adversaries that continue to be attacked will attempt to defend themselves in any way they can.

HAZARDS

Hazards cause damage to a character, but are not controlled by a Skill Check. However, sometimes a Skill Check can cause Hazards to begin. These Skill Checks do not factor into the damage caused.

Examples of Hazards are falling rocks, falls, drowning, traps, etc.

Hazards have a rank from 1-10. The Hazard Rank makes up the kept dice of the dice pool. For the rolled dice, add the Hazard Effect Rank and the Power Level of the game. These are called Hazard Dice, and they explode as normal. Each effect also has Post-Roll Modifiers which are added to the damage if the Hazard is successful.

EXAMPLE

Dave plays Angus MacDuff in the Wallace Setting-Adventure campaign. He is attacking the keep and boiling oil is tossed over the edge of the murder hole above. Boiling Oil is a Rank 3 Hazard. Wallace is a PL 1 setting. The GM rolls the Hazard Dice. They r4/k3, adding PL 1 to the Rank for the rolled dice, and keeping the Hazard Rank.

Hazards may be defended by a Skill Check, or either Base Defense, Mental Defense, Magic Defense, etc. Each type of Hazard describes what Skill Check or Defense to use. If the total of the Hazard Dice is equal to or greater than the Defense, the Hazard succeeds.

EXAMPLE

The result of the Hazard Dice is 21. Angus MacDuff's Base Defense is 8, far below the Hazard Dice total. The Levels of Success is 13, which would give Angus a Wound. Dave chooses to make a Dodge Skill Check to avoid the boiling oil. He rolls a 20, and is still hit. However, the damage is lessened considerably.

Determine the Post-Roll modifier by taking the Hazard Rank and adding the Power Level of the game. The GM determines the Aspect of the Post-Roll Modifier. The Hit Location of Hazards is considered Torso unless specified otherwise.

Add all relevant Post-Roll modifiers, such as damage and applicable armor to Base Attack Value of the Hazard Dice. Compare the Total Success Value to the Defender's relevant characteristic, such as Wound Level, Terror Level, etc.

EXAMPLE

The remainder between Angus's Dodge Skill Check and the Hazard Dice is 1. This means he is hit. The GM adds the Post-Roll Modifiers for damage. This is the Rank 3, plus the Power Level of 1 for a total of 4. The GM adds the 4 Post-Roll Modifier to the Base Success Value of 1, for the Total Success Value of 5. Boiling Oil uses the Other Aspect, and Angus has no armor that reduces it. Therefore, he takes 5 damage, which is below his Injury Level. Although hit, Angus suffers no impactful damage as he is able to avoid most of the Hazard.

PERSISTENT HAZARDS

Some Hazards are persistent. Damage occurs over time, and each time damage occurs, it happens independently of previous damage.

Examples of Persistent Hazards are poison, fire, electricity, etc. Persistent Hazards add the following rules.

- Roll Hazard Dice as normal.
- Persistent Hazards must have a Rank of 2 or higher.
- Hazard Dice are rolled once and applied to all additional Resistance Skill Checks.
- Some Hazards only become Persistent if the first roll of Hazard Dice is successful. This is called Persistent On Success.
- Resistance Skill Checks are rolled a number of additional times equal to the Rank of the Hazard -1.
  - Some Persistent Hazards have Secondary Effects. These Secondary Effects allow different Skill Checks to be made against the additional Hazard rolls. Secondary Effects must all be the same, and use the same Secondary Resistance Skill Check or Defense.
  - Secondary Resistance Skill Checks are rolled a number of additional times equal to the Rank of the Hazard -1.
- In Combat, Resistance Skill Checks are rolled over the next X turns, where X is the Hazard Rank.
  - If Persistent Effect is added to an attack that would normally do damage, roll the Effect starting on the target's next turn.
- Outside of Combat, the Persistent Effects have a Length parameter if applicable. These are minutes, hours, and days.
- Regardless of the number of turns remaining on a Hazard, if a Resistance Skill Check succeeds, the hazard ends immediately.
- Those that want to reroll their Resistance may do so by Spending a Fate Point.
- Some Hazards may be resisted again if treated by another character.

Example

Boiling Oil (Rank 3, Persistent on Success)

Aspect: Other
Length: Instant + 1 Turn / Rank
Resistance: Dodge [Initial], Resilience [Secondary]

This is a Persistent on Success effect; it only becomes a Persistent Effect if the target fails their initial Dodge Skill Check. Dave failed his Dodge Skill Check earlier, so he is now subject to two additional Hazard rolls against a Resistance Skill Check.

Dave can now attempt to make another Resilience Skill Check. His Skill Check is r6/k3.

Dave's roll is a 4, 6, 1, 1, 2, and 2. He has a total of 12. The effect hurts Dave's character for 9 Levels of Success plus the Post-Roll Modifier of the Hazard (PL + Rank).

Dave's next turn, he makes another Resilience Skill Check and that totals 22. He succeeds and takes no damage this turn. If this Hazard would have been a Rank 4 and he failed his Skill Check, it would not have ended, and he would have needed to make additional Skill Checks.

Sample Hazards

These Hazards can be used instead of a GM creating their own. They can be described as the GM sees fit.

Blast (Rank 1-10)

Damage: 1-10 + PL
- **Aspect:** Other

Length: Instant
Resistance: Base Defense or Dodge

Dart Trap (Rank 1-10)

Damage: 1-10 + PL
- **Aspect:** Piercing

Length: Instant
Resistance: Base Defense or Dodge

Saw Trap (Rank 1-10)

Damage: 1-10 + PL
- **Aspect:** Slashing

Length: Instant
Resistance: Base Defense or Dodge

Bludgeon Trap (Rank 1-10)

Damage: 1-10 + PL
- **Aspect:** Bludgeon

Length: Instant
Resistance: Base Defense or Dodge

Poison Dart (Rank 2-10, Persistent on Success)

Damage: 2-10 + PL
- **Aspect:** Piercing [Initial], None [Secondary]

Length:
- Combat: Instant + 1 Turn / Rank
- Out of Combat: Instant + 1 Hour / Rank

Resistance: Base Defense or Dodge [Initial], Recovery [Secondary]

Poison (Rank 2-10, Persistent)

Damage: 2-10 + PL
- **Aspect:** None

Length:
- Combat: 1 Turn / Rank
- Out of Combat: 1 Hour / Rank

Resistance: Recovery

Falling (Rank 1-10)

Damage: 1-10 + PL
- **Aspect:** Other

Length: Instant
Resistance: Acrobatics

Drowning (Rank 2-10, Persistent)

Damage: 2-10 + PL
- **Aspect:** None

Length:
- Combat: 1 Turn / Rank
- Out of Combat: 1 Minute / Rank

Resistance: Stamina

Fear (Rank 1-10)

Damage: 1-10 + PL
- **Aspect:** None

Length: Instant
Resistance: Mental Defense or Courage

TERROR (RANK 2-10, PERSISTENT ON SUCCESS)

Damage: 2-10 + PL
- **Aspect:** None

Length:
- Combat: Instant + 1 Turn / Rank
- Out of Combat: Instant + 1 Hour / Rank

Resistance: Mental Defense or Courage [Initial], Mental Defense or Courage [Secondary]

DISEASE (RANK 2-10, PERSISTENT ON SUCCESS)

Damage: 2-10 + PL
- **Aspect:** None

Length:
- Out of Combat: Instant + 1 Week / Rank

Resistance: Resilience [Initial], Recovery [Secondary]

STARVATION (RANK 2-10, PERSISTENT)

Damage: 2-10 + PL
- **Aspect:** None

Length:
- Out of Combat: Instant + 1 Day / Rank

Resistance: Stamina [Initial], Stamina [Secondary]

PAIN (RANK 2-10, PERSISTENT)

Damage: 2-10 + PL
- **Aspect:** None

Length:
- Combat: Instant + 1 Turn / Rank
- Out of Combat: Instant + 1 Hour / Rank

Resistance: Mental Defense or Fortitude [Initial], Mental Defense or Fortitude [Secondary]

SUFFOCATION (RANK 2-10, PERSISTENT)

Damage: 2-10 + PL
- **Aspect:** None

Length:
- Combat: Instant + 1 Turn / Rank
- Out of Combat: Instant + 1 Minute / Rank

Resistance: Stamina [Initial], Stamina [Secondary]

ASPECT NONE

When a Hazard has an Aspect of None, no armor can mitigate the effect. This damage is only prevented with the Resistance or special means. Anything that prevents damage from "all Aspects" includes None.

CYBERNETICS
CINEMA
TAKEDA CORP
MOTEL

VEHICLES

This chapter provides information for using vehicles in *Heroes & Hardships*. Vehicles can be used in ways that are similar to characters. They have Attributes, characteristics, abilities, but never Skills. Vehicles can be used in combat alongside characters, but may also be used in vehicle-only conflicts.

CREATING VEHICLES

Creating vehicles is similar to creating characters. Follow these rules to create vehicles. Vehicles consist of Attributes, Characteristics, and Abilities.

STEP 1: ASSIGN VEHICLE ATTRIBUTE POINTS

Vehicles have different Attributes than characters.

SIZE

The Size score of the vehicle works in unison with any other object in the game. Size is abstracted and has no exact measurements, but instead is used to compare one object to another. A character might have Size 1, while a tank may have a Size 4.

SPEED

Speed also works in comparison to any other Speed score. A character may have a Speed of 1, while a motorcycle might have a Speed of 3. If a vehicle can move it has a Speed score.

FRAME

The Frame is the overall hardiness of the vehicle. This does not include things like armor. Frame is key in determining how much damage a vehicle can sustain.

HANDLING

Handling is how agile a vehicle is. Can it make tight turns, does it stop quickly, and so forth.

ATTRIBUTE GENERATION

The players are given a pool of Attribute Points that can be placed in any Attribute to levels determined by the game's Power Level.

Each Power Level has a minimum and maximum Attribute score.

Use the following table to determine the amount of Attribute Points players receive in order to create a vehicle.

VEHICLE ATTRIBUTE GENERATION

PL	ATTRIBUTE POINTS
1	10
2	13
3	16

Attribute Allocation Rules

Use the following rules for each Power Level when allocating Attribute Points.

Power Level 1

- The maximum Attribute score is 4.
- Only two Attributes may have an Attribute score of 4.

- Each Attribute, except Speed, must at least have an Attribute score of 1.

Power Level 2

- The maximum Attribute score is 5.
- Only two Attributes may have an Attribute score of 5.
- Each Attribute, except Speed, must at least have an Attribute score of 1.

Power Level 3

- The maximum Attribute score is 6.
- Only two Attributes may have an Attribute score of 6.
- Each Attribute, except Speed, must at least have an Attribute score of 1.

SPEED 0

Speed 0 vehicles are reserved for stationary bases, turrets, and other vehicle-like machines that do not move.

STEP 2: CALCULATE VEHICLE CHARACTERISTICS

Characteristics are derived from Attributes, and help define the properties of the vehicle for subsystems such as Combat.

VEHICLE CHARACTERISTICS

- **Vehicle Base Defense (VBD):** Vehicle Base Defense is how hard a vehicle is to hit natively.

(Speed + Handling) x 2

- **Vehicle Break Level (VBL):** VBL is how much damage a vehicle can receive at one time before taking a Break.

(Size + Frame + PL) x 5

- **Vehicle Destruction Threshold (VDTh):** VDTh is how much damage is required for an instant Destruction Roll.

VBL x 2

- **Vehicle Break Threshold (VBTh):** VBTh is how many Breaks a vehicle can sustain before making Destruction Rolls.

All vehicles start with a VBTH score of 2.

- **Loadout:** A vehicle's Loadout score is equal to how many total Stations a vehicle can support.

Loadout equals Size.

STEP 3: CHOOSE STATIONS

A vehicle must have at least 1 Controls Station. After Controls, any other combination of Stations may be chosen.

There are several types of stations vehicles may have. They are Cargo or Passenger, Controls, Empty, Systems, and Weapons.

CARGO OR PASSENGER

This is where cargo or passengers are stored. The amount of cargo or passengers allowed per station is up to the GM to decide.

CONTROLS

This is where the vehicle is driven, flown, etc.

EMPTY

This is a special station that represents an upgradeable station on a vehicle that currently has no function. It can be upgraded to any other station type.

SYSTEMS

This is where the engine, computers, and so forth, are attended to.

WEAPONS

This is where the weapons are manned. One weapon can be installed into a single weapon Station. Weapons Station are equipped with any applicable Vehicle Weapon.

STEP 4: CHOOSE VEHICLE ABILITIES & MODE OF MOVEMENT

Choose a Mode of Movement for the vehicle.

Vehicles have access to Vehicle Abilities based on the vehicle's PL. You must adhere to all Ability prerequisites.

VEHICLE ABILITIES	
PL	MAXIMUM ABILITIES
1	2
2	3
3	4

Select Vehicle Abilities from the following list.

AI

Prerequisite: Modern or Futuristic Technology Eras.

Notes: Choose Controls, Weapons, or Systems. This ability can be taken multiple times for different Stations.

An artificial intelligence operates the Station in question. The AI acts as if a character with an Initiative of 0. All relevant Skill Checks are made based on the PL.

PL 1: r4k3

PL 2: r5k4

PL 3: r6k5

ARMOR I

Prerequisite: None

This vehicle has hull plating on all Hit Locations against all Aspects. Add AR of 20 for PL 1, 30 for PL 2, and 40 for PL 3.

ARMOR II

Prerequisite: Armor I

Notes: This Ability stacks with Armor I.

This vehicle has advanced hull plating on all Hit Locations against all Aspects. Add AR of 20 for PL 1, 30 for PL 2, and 40 for PL 3.

ASSISTED STATION I

Prerequisite: None

Notes: Choose a single Station. This Ability can be taken multiple times for different Stations.

When making a Skill Check in this station, add a Level-1 Bonus Set to any Skill Check.

ASSISTED STATION II

Prerequisite: Assisted Station I

Notes: This Ability does not stack with Assisted Station I. This Ability can be taken multiple times for different Stations.

When making a Skill Check in this station, add a Level-2 Bonus Set to any Skill Check.

CENTRALIZED OPERATION

Prerequisite: None

Notes: Choose Weapons or Systems. This Ability can be taken multiple times for different Stations.

The pilot in the Controls Station of this vehicle may operate both Weapons and Systems from the Controls Station. Weapons and Systems Actions suffer 1 Hardship.

COUNTERMEASURES

Prerequisite: None

This vehicle has automatic countermeasures against targeting systems. The Guidance Vehicle Weapon Quality does not function when targeting this vehicle.

DENIAL SYSTEM

Prerequisite: None

Grapple attempts against this vehicle suffer 1 Hardship, regardless of whether the target is Disabled or not.

DISTANT COMMUNICATIONS

Prerequisite: None

The communications capability of this vehicle is only limited by the determination of the GM.

DORSAL/VENTRAL MOUNT

Prerequisite: Weapons Station

Notes: This Ability can be taken twice, once for Dorsal, and once for Ventral.

This vehicle may mount two weapons onto one station. Weapon Stations also expands to allow another gunner into the station. When you select this ability, add an additional weapon automatically.

ESCAPE SYSTEM

Prerequisite: None

This vehicle has an escape system that protects characters within it. As an Interact Action, a character may escape the vehicle in whatever manner the GM agrees. If the vehicle is destroyed, the escape system triggers automatically. Characters do not suffer a Rank 5 Hazard and are not killed immediately.

EXTRA MODE OF MOVEMENT

Prerequisite: None

Notes: This Ability can be taken multiple times for different Modes of Movement.

Add an additional Mode of Movement for this vehicle.

FASTER THAN LIGHT

Prerequisite: Systems Station

This vehicle can make long distance movement in very little time. The exact time required is determined by the GM.

FIRE CONTROL

Prerequisite: Systems Station

Whenever this vehicle suffers a break, the vehicle attempts to repair the Break 5 AP after the Break occurs.

Fire Control makes a Craft Skill Check based on the PL.

PL 1: r4k3

PL 2: r5k4

PL 3: r6k5

HACKING PROBE

Prerequisite: Systems Station

Hacking Probe allows this vehicle to make wireless hacking attempts against another vehicle.

INCREASED LOADOUT

Prerequisite: None

Notes: This Ability can be taken multiple times.

Increase this vehicle's Loadout by 1. Immediately add a Station of your choice. This is done regardless of the vehicle's size.

QUICK PAYLOAD

Prerequisite: Weapons Station

Notes: This Ability can be taken multiple times for different Weapons.

Weapons on this vehicle assigned Quick Payload remove the Slow Quality.

RADAR

Prerequisite: Systems Station

When a character on this vehicle makes the Detect Action, they gain a Level-2 Bonus Set.

SELF-DESTRUCT

Prerequisite: None

With an Interact Action, this vehicle can be set to Self-Destruct. The timer can be any number of AP, but it can only be changed with another Interact Action by the same character with a Hard Sysops Skill Check.

PL 1: 20 Other Damage, Explode 5

PL 2: 40 Other Damage, Explode 10

PL 3: 80 Other Damage, Explode 20

SHIELDS I

Prerequisite: None

This vehicle has a shield that increases the Base Defense of the vehicle by 5 + PL.

Shields II

Prerequisite: Shields I

Notes: This Ability stacks with Shields I.

This vehicle has a shield that increases the Base Defense of the vehicle by 5 + PL.

Stealth

Prerequisite: None

When a character makes the Run Quiet Action using this vehicle, they gain a Level-2 Bonus Set.

System Hardening

Prerequisite: System Station

Ion weapons and system hacking automatically fail.

Turbo

Prerequisite: System Station

A character may use an Interact Action to increase the Speed of the vehicle by 1 for 10 AP.

Step 5: Finishing Touches

The codified creation of the vehicle is complete. Determine what the vehicle actually is narratively that matches its Attributes, Characteristics, and Abilities.

VEHICLE COMBAT

Vehicles are not so different from characters in combat, or out of combat. Vehicles operate in combat as if a piece of equipment, operated by characters. However, vehicles tend to take the place of characters in certain physical actions, such as moving, attacking, taking damage, etc. The differences between characters and vehicles in combat can be seen below.

Skill Checks

When Skill Checks are required in relation to a vehicle, a character on board the vehicle will make them. The vehicle could give the character certain bonuses and penalties.

Breaks

Breaks are equivalent to Wounds for a character. A vehicle that suffers a Break confers a Break Hardship to all Skill Checks made by characters in relation to the vehicle. This stacks with any other Hardship required, such as Wound Hardships, etc.

Initiative and the Combat Track

Vehicles do not have initiative and do not exist on the Combat Track, only characters do. Characters act on their turn on the Combat Track just as they do normally. The vehicle is considered to be a special piece of equipment the character uses.

INJURY EQUIVALENTS

Vehicles do not have an Injury equivalent. There is no -3 per Injury for a vehicle. They only suffer Breaks.

VEHICLE HIT LOCATIONS

Vehicles have 4 Hit Locations.

VEHICLE HIT LOCATIONS	
Location	**Rightmost Digit**
Cockpit	**0**
Weapons	**1-2**
Chassis	**3-7**
Systems	**8-9**

Post-Roll Modifiers for damage are increased based on where they are hit.

Cockpit: +10

Systems: +10

Weapons: 0

Chassis: -10

Called shots against a vehicle's Hit Locations are at a penalty as usual. They suffer 1 Hardship for the Cockpit, Systems, or Weapons. Chassis can be targeted without penalty.

VEHICLE ATTACKS & DEFENSES

Attacks and defenses occur just like regular combat. Melee attacks are opposed by a Defensive Action and ranged attacks are opposed by Range Dice and Base Defense. See Combat for more details.

VEHICLE DAMAGE

Vehicles take Breaks instead of Wounds. Each Break damages the vehicle and causes it to suffer 1 Break Hardship. These Breaks should be notated by their Levels of Success until they are repaired with a Craft Skill Check. See Vehicle Breaks.

DESTRUCTION ROLLS

A vehicle can be destroyed by suffering Breaks greater than the vehicle's Vehicle Break Threshold (VBTh) or being hit above its Vehicle Destruction Threshold (VDTh). The character in the Systems Station must make a Science Skill Check + the vehicle's VBL against TSV of the attack.

If a vehicle would ever suffer a TSV double to its VDTh, it is annihilated and everyone inside dies immediately.

OPTIONAL: MORE LETHAL DESTRUCTION ROLLS

Do not add the vehicle's VBL to the Science Skill Check on Destruction Rolls.

EXAMPLE

The submarine, Andromeda, is struck by a torpedo. It suffers a Break with 33 Levels of Success after computing all Post-Roll Modifiers. The Break Level of the submarine is only 25. Therefore, the Break isn't enough to require a Destruction Roll.

Characters

Characters caught in a destroyed vehicle suffer personal damage. The character suffers a Rank 5 Hazard with an Aspect that matches the attack. The player may choose either Dodge, Athletics, or Acrobatics for the Resistance of the Hazard..

DISABLE ROLLS

Not unlike in Personal Combat when a character suffers a Wound, a character on-board must make a Disable Roll. A character that has access to the Systems Station, must make a Sciences Skill Check against the Levels of Success of the attack. Include any Break Hardships and other Penalty Die in the difficulty of the Skill Check. If the character fails, the vehicle becomes Disabled for 5 AP multiplied by the vehicle's number of Breaks (5 x Breaks). This is the equivalent of a Falter Roll.

Disabled vehicles lose all functions in Controls, Systems, and Weapons. They may not take any Offensive or Defensive Actions. They use their Base Defense against all attacks. Characters can take the Restart Action to bring the vehicle back online during that time.

If a vehicle has no Systems Station a character in the Controls Station may make the Disable or Destruction Roll with 1 Hardship.

EXAMPLE

Nasir, the ship's chief engineer, watches as the vessel is hit by a torpedo. The ship takes a Break, so Nasir must make a Disable Roll immediately. He makes a Sciences Skill Check against the Break's Levels of Success and is penalized by the Break Hardship. He makes the Skill Check. If it is equal to or greater than the Levels of Success of the Break, he succeeds. If not, the ship becomes disabled for 10 AP.

VEHICLE BREAK THRESHOLD

If a vehicle suffers Break Hardships greater than its VBTH, make Disable and Destruction Rolls as normal, but do not add an additional Break Hardships. However, add the Break with the Levels of Success of the attack as normal.

VEHICLE BREAK EFFECTS & REPAIRS

Breaks are similar to characters' wounds. After combat when suffering a Break, the vehicle suffers the Effects of the Break until it is repaired. Breaks lower the Attributes of the vehicle and Break Hardships are removed.

BREAK SEVERITY

The first step in assigning Break Effects is to determine the Severity Level of each Break.

The Severity Level of a Break is based on the Vehicle Break Level and the TSV of the Break. There are three Severity Levels: Superficial, Moderate, and Terrible.

The following tables show the Break Effects based on the Level of Success. This is called the Severity level.

BREAK SEVERITY LEVELS

LEVEL	REQUIREMENT
Superficial	**TSV >= WL**
Moderate	**TSV >= WL + 5**
Terrible	**TSV>=WL + 11**

SUPERFICIAL

Superficial Breaks are those that have a TSV equal to a character's Break Level but no higher than the Vehicle Break Level +4. A Superficial Break may impact the vehicle if not fixed. Superficial Breaks add 2 Break Effect Dice to your Break Effect Roll.

MODERATE

Moderate Breaks are those that have a TSV equal to the Vehicle Break Level +5 but no higher than the Vehicle Break Level +10. A Moderate Break will likely impact the vehicle if not fixed. Moderate Breaks add 1 Break Effect Dice to your Break Effect Roll.

TERRIBLE

Terrible Breaks are those that have a TSV equal to the Vehicle Break Level +11 or greater. A Terrible Break will impact a vehicle if not fixed. Terrible Breaks add no Break Effect Dice to the Break Effect Roll.

BREAK EFFECT DICE

Break Effect Dice are d10s used on Break Effect rolls. The more Break Effect Dice a player rolls, the better chance a Break Effect is mild. Break Effect Dice do not explode.

BREAK EFFECTS

Breaks may damage a vehicle unless it is repaired. When Break Effects are rolled, the Break Effect is applied immediately. These Break Effects are tracked along with the Break that caused it until the Break Effects have been fixed.

Determine Break Effects

To determine the Break Effect, roll on the following tables based on the hit location of the Break. When rolling for Break Effects, roll 3d10 + the Break Effect Dice. The Break Effect Dice are determined by the Severity of the Break. Each Break Effect has a rank, and each rank imposes different penalties to Attributes and Skills. No dice explode on Break Effect Rolls. There are only two types of Break Ranks.

SERIOUS

Serious Break Effects lower the affected Attributes by 1.

CRITICAL

Critical Break Effects lower the affected Attributes by 2.

BREAK EFFECTS

ROLL	WOUND EFFECT
3	Critical (Speed, Handling, Frame)
4	Critical (Speed, Handling)
5	Critical (Speed, Frame)
6	Critical (Frame, Handling)
7	Critical (Speed)
8	Critical (Frame)
9	Critical (Handling)
10	Serious (Speed, Handling, Frame)
11	Serious (Speed, Handling)
12	Serious (Speed, Frame)
13	Serious (Frame, Handling)
14	Serious (Speed)
15	Serious (Frame)
16	Serious (Handling)
17+	No Effect

VEHICLE ATTRIBUTES AT 0

Break Effects often lower Attributes and penalize a vehicle. However, Attributes cannot normally drop below a score of 1. If any vehicle's Attribute is lowered to 0, they are considered disabled. This occurs after rolling on the Break Effect table after combat. If an Attribute would be lowered below 0, reset that Attribute to 0. No Attribute can ever go below 0 for any reason.

REPAIRS

A vehicle can be repaired an endless number of times, but repairs take time.

Repair rolls are any Skill Checks that would repair a Break Effect. One Repair roll may be performed on a vehicle each Repair Period. Repair Periods are determined by the GM, but some suggestions can be found here.

REPAIR PERIODS

REPAIR PERIOD	TIME
Quick Repairs	Every 1 day In Character or 1 Session after suffering the Break.
Normal Repairs	Every 7 days In Character or 2 Sessions after suffering the Break.
Slow Repairs	Every 14 days In Character or 3 Sessions after suffering the Break.

Repair rolls may be made against any Break the vehicle has, but may only be made against one Break per Repair Period. Any further repair attempts against remaining Breaks on the same subject must wait until the next Repair Period to be rolled, including the remainder of previously treated Breaks.

There are no penalties for repeated attempts at repairing a vehicle during subsequent Repair Periods. Repair rolls typically use the Craft Skill.

REPAIRING CRITICAL & SERIOUS BREAK EFFECTS

If the repair roll meets the TSV that caused the Break, repair up to 1 Attribute point.

If the repair roll meets the TSV that caused the Break +5, repair up to 2 total Attribute points.

If the repair roll meets the TSV that caused the Break +11, repair up to 3 total Attribute points.

MANNING STATIONS

Characters aboard vehicles must man a Station. Typically, characters on-board can control a single station.

Each Station has a number assigned to it, signifying how many different Stations of that type exist. There are certain circumstances where a Station could have a score of 0.

A Station can have a number of characters controlling it equal to its score.

If there are more characters attempting to board a vehicle than there are Stations, and the vehicle does not have the Cargo or Passenger Station, then they cannot board the vehicle.

Certain Actions will be available to characters based on the Station they are controlling.

VEHICLE COMBAT ACTIONS

Vehicle combat actions work alongside Personal Combat in all ways except those described above. However, if a character is in a vehicle, and wants to interact with that vehicle, use actions with the Vehicle type.

Offensive Actions occur on the character's turn, while Defensive Actions are reactionary. Actions move characters up the Combat Track based on the AP cost of the Action.

There are several different Action Types. These Action Types help break down the function of combat actions even further for ease of reference. Some Action Types are used in both Offensive and Defensive Actions. Each Action specifies what Station is required for the action.

ACTION TYPES

Vehicle

These actions are specific to characters interacting with a vehicle only.

- Any: Can be completed at any Station.
- Controls: Can be completed at the Controls Station.
- Systems: Can be completed at the Systems Station.
- Weapons: Can be completed at the Weapons Station.

VEHICLE OFFENSIVE ACTIONS

Offensive Actions are taken on the character's turn when the character is active on the Combat Track. Each action is listed with the action's AP cost along with its description.

AIM [AP 1-5]

Action Type: Vehicle (Weapons)

Taking careful aim helps the Attacker's chances of succeeding. Characters that aim receive 1 Benefit per AP spent to their next Attack action. Aim can be used for both Melee and Ranged attack actions.

Aim advances the character 1-5 AP on the Combat Track per Aim Action.

Targeting & No Interrupts

The player must declare their target when spending AP. Other than the Delay or Aim Action, any Offensive or Defensive Action taken after Aim that does not attack the specific target causes the Benefits from the Aim Actions to be lost.

As stated above, the Aim Action will not interrupt a previous Aim Action, and will add additional Benefits so long as the total Benefits are not greater than 5, and the target of both Aim Actions is the same.

Rate of Fire

The number of APs available to Aim equals 6 minus the weapon's ROF. If the weapon has multiple modes of ROF, only penalize the maximum Benefits by the ROF used, not the maximum ROF of the weapon.

EXAMPLE

The gunner aims for 2 AP. On their next turn they get 2 Benefits to their attack.

COMMUNICATIONS [AP 2]

Action Type: Vehicle (Any)

Send communications to any other vehicle in a close proximity as determined by the GM.

Defensive Maneuvers [AP 5]

Action Type: Vehicle (Controls)

Sometimes you are outgunned, or want to play defense in a dogfight. A character wanting to do so can use this Action. The character gains 5 Benefits to any Defensive Action with the Controls subtype and gains +10 Vehicle Base Defense for the vehicle they are piloting until after their next action.

Example

The ship's pilot begins taking Defensive Maneuvers. They get 5 Benefits to any Defensive Action they can take, and +10 to their Vehicle Base Defense until after their next action.

Delay [AP 1-5]

Action Type: Vehicle (Any)

Delaying may be useful if attempting to determine the outcome of other parts of the battlefield before proceeding. Delaying allows the character to act after another character who currently has spent less AP. While delaying, a character cannot interrupt and must delay the declared amount of AP. The character may not act until their turn on the Combat Track just like any other technique.

Detect [AP 2]

Action Type: Vehicle (Systems)

Detecting a hidden enemy presence can be accomplished by making a Perception Skill Check against the opposing character's Drive Skill Check. If the opposing pilot is not attempting to hide, the Perception Skill Check automatically succeeds.

Example

The communications officer tries to use sonar to locate a renegade ship. They make a Perception Skill Check. The renegade pilot makes a Drive Skill Check. If the Perception Skill Check succeeds, they find the hiding ship.

Fly & Fire [AP 4]

Action Type: Vehicle (Weapons)

A vehicle can move and shoot. Move 1 hex/unit and shoot at the chosen target. The attack suffers a -3 Pre-Roll Modifier to the attack. Aim may not be used in conjunction with the Fly & Fire Action. Any Benefits from the Aim Action are lost.

Example

The pilot of the Andromeda is able to fly the ship forward while the gunner fires simultaneously. The gunner takes a -3 as a Pre-Roll Modifier to their weapons Skill Check.

Grapple [AP 3]

Action Type: Vehicle (Weapons)

Notes: Vehicles grappling do not use Grappling rules.

A vehicle may come alongside another adjacent vehicle and attempt to attach to it, or to detach. This uses any vehicle weapon with the Grapple Quality. Grapple allows crew to begin boarding the grappled vehicle or to stop the flow of oncoming boarders.

Grapple may be defended by Vehicle Base Defense or the Evade Defensive Action. If the target is Disabled, the Grapple automatically succeeds. When grappled, this action can be used to detach. This can be done with a weapon only if it has the Grapplers Quality, or a Drive Skill Check. The target number is the original Grapple Skill Check.

Vehicles engaged in a Grapple may not move.

Example

The galley, King's Bounty, moves alongside her prey. The crew throws over grappling hooks and ladders to board. The crew on the whaler attempts to unhook the grapples. They make a Grapple Skill Check against the pilot's Evade Skill Check. The Grapple Skill Check is higher, so it succeeds.

The whaler's next turn uses the Grapple Skill Check to break free. They roll another Drive Skill Check in an attempt to do so.

HACK [AP 4]

Action Type: Vehicle (Systems)

Prerequisite: Hacking Probe Ability

You may make an attack against a vehicle's systems with a weapon with the Hack quality. Make a Hacking Skill Check against a vehicle with 1 Hardship. If they do not make the Systems Defense Action, this Skill Check is Challenging.

If successful, choose a Station on the enemy vehicle and choose one of the following:

- Next Action that requires a Skill Check made at this Station suffers 1 Hardship.
- Next Action at this Station costs +1 AP.
- Character at this Station immediately adds 1 AP to their Combat Track.

EXAMPLE

The systems officer performs the Hack Action. He rolls Hacking and totals 22. There is no one to actively defend. Therefore, the roll is Challenging. In a PL 2 game the TN is 20. The Hack Action succeeds. The systems officer decides to make the target ship's next action suffer 1 Hardship.

JUMP [AP 5]

Action Type: Vehicle (Systems)

Prerequisite: Faster-Than-Light Ability

If a vehicle has Faster-than-Light, it can compute the jump in the middle of combat and escape. The character at the Systems Station makes a Hard Sciences Skill Check with 1 Hardship. If successful, the vehicle will jump in 1d10 AP (This dice explodes). If unsuccessful, the ship suffers 1 Hardship for 1d10 AP (This dice explodes) as the Systems are overwhelmed momentarily.

INTERACT [AP 2]

Action Type: Vehicle (Any)

Interact is performed to complete any minor task not otherwise listed. This could include drawing a weapon, switching weapons, picking up an object, opening doors, and more. The GM might rule that many things are covered by Interact. Actions that take no concentration are not covered by Interact but are instead Free Actions.

INTERRUPT [AP 5]

Action Type: Vehicle (Any)

At times, using overwatch or preparing an action as a response may be beneficial. A character may wait and then perform a certain action if a condition is met. The player uses the Interrupt Action for 5 AP and moves along the Combat Track that amount. The player must announce what action they will be performing and under what circumstances it will be triggered. If the trigger is not met before the character's next turn, the 5 AP is used as a Delay Action instead. If the trigger is met, the character using Interrupt may immediately use their announced action. The triggered action does not cost any additional AP than the 5 used for Interrupt.

The Interrupt action may only be canceled by a Defensive Action. If a Defensive Action is used, the Interrupt becomes a Delay Action instead.

EXAMPLE

The gunner uses the Interrupt Action to fire if an enemy pirate ship doesn't back down. The gunner moves 5 AP down the Combat Track. He chooses to fire if the other ship fires. When they do, he Interrupts and fires first.

QUICK SHOT [AP 2]

Action Type: Vehicle (Weapons)

Sometimes attacking quickly is more important than accuracy. A character may attempt to attack quickly but suffer penalties for rushing to action. Quick Shots are done with 1 Hardship. Aim cannot be used in conjunction with Quick Shot. Any aim actions performed before a Quick Shot are wasted.

RELOAD [AP 3]

Action Type: Vehicle (Weapons)

Many ranged weapons require reloading. A character may reload a weapon to its maximum ammunition capacity with the Reload Action.

Reload Quickly [AP X]

Action Type: Vehicle (Weapons)

You may try to reload any weapon you possess quickly, regardless of its qualities. Make a Challenging Craft Skill Check and on a success, lower the AP cost by your Acrobatics Skill Rank to a minimum of 1.

If you fail, you must immediately take the Delay Action for 2 AP instead of reloading your weapon.

Reload Slow [AP 5]

Action Type: Vehicle (Weapons)

Some weapons are slow to reload. When a weapon's quality calls for it, use Reload Slow instead of Reload. Reload the weapon to the maximum capacity of a weapon.

Restart [AP 5]

Action Type: Vehicle (Systems)

At the Systems Station, a character can restart a vehicle that is disabled. This is in response to failing a Disable Roll. The character may make a Hard Sciences Skill Check to enable the vehicle immediately. Any character can interact with the vehicle as normal once Restart is successful. Include any Break Hardships in the difficulty of this Skill Check.

Example

Nasir attempts to restart his ship. He makes a Hard Sciences Skill Check. If he succeeds, the ship comes back online and all Stations can function again.

Run Quiet [AP 3]

Action Type: Vehicle (Controls)

The vehicle is prepared to run quietly. Make a Drive Skill Check with 1 Hardship. Any additional Pilot Actions cost double the AP for each hex/unit moved. The pilot may disengage Run Quiet at any time.

Pilot [AP 1-5]

Action Type: Vehicle (Controls)

Moving vehicles in combat is imperative. The distance a vehicle can be moved is based on the vehicle's Speed score. A character may move a vehicle a number of hexes/units equal to 5 multiplied by the vehicle's Speed.

For each hex/unit (multiplied by Speed) the vehicle moves, they must spend 1 AP. Movement can be taken to any adjacent hex. Characters cannot spend more than 5 AP to move in any action.

A vehicle may pass through a hex/unit occupying an object up to 2 Sizes less than it. If so, the Pilot makes a Drive Skill Check. If the Defender does not Dodge, they use their Base Defense. The Drive Skill Check is considered the Pilot's BAV. If the BAV is equal to or greater than the BDV, the vehicles collide.

The Attacker's Post-Roll Modifier for damage is their vehicle's (Frame + Size) x 5 with the Bludgeoning Aspect.

Unlike Ram, the Attacker takes no damage and finishes its Pilot Action, moving the hexes/units as intended.

Example

The jeep moves into a hex with a character. The character is Size 1 and the is Size 3. This means the character is in jeopardy of being run over! The driver makes a Drive Skill Check and the character on the ground makes a Dodge Skill Check. The Drive Skill Check is 25, and the Dodge Skill Check is 10. The character is hit. The damage is BAV – BDV = 15, plus the Post-Roll Modifier. The Jeep's Size is 3, and their Frame is 2. That is 5 x 5 = 25. That's a TSV of 40.

Ram [AP 3-5]

Action Type: Vehicle (Controls)

A vehicle can ram another vehicle and do damage to both. The ramming vehicle must move at least 3 hexes/units in order to successfully ram another vehicle. The target must have a Size score equal to, one less, or one greater, than the rammer. Otherwise, use the Pilot Action.

Two vehicles must share the same hex/unit temporarily. The Attacker makes a Drive Skill Check. If the Defender does not Evade, they use their Vehicle Base Defense. The Drive Skill Check is considered the Attacker's BAV. If the BAV is equal to or greater than the BDV, the vehicles collide.

The Attacker's Post-Roll Modifier for damage is their vehicle's (Frame + Size) x 5 with the Bludgeoning Aspect.

After the attack is resolved, the attacking vehicle now takes damage to its Chassis. The attacking vehicle takes a Rank 5 Other Damage Hazard resisted by the original Drive Skill Check of the Attacker. All damage targets the Chassis.

Whichever vehicle suffers the highest TSV moves one hex/unit adjacent in any direction the GM chooses. If they are both the same, the Defender moves.

Example

The viking longboat attempts to ram a slaver's galley. The ships are both Size 4. The longboat driver makes a Drive Skill Check as does the galley pilot with the Evade Action. The longboats Drive Skill Check is 30, and the Evade Action is 20. The galley is rammed. The galley suffers damage as usual, but the longboat must roll a Rank 5 Bludgeoning Hazard. The galley suffers the highest TSV and moves one hex/unit backward.

Repair [AP 4]

Action Type: Vehicle (Systems)

A character may attempt to patch any damage that has been incurred. Make a Sciences or Craft Skill Check against the Levels of Success of the Break in question. If successful, the vehicle ignores the Break Hardship for 10 AP..

Spray [AP 5]

Action Type: Vehicle (Weapons)

When using a ranged weapon with ROF greater than 1, a character may attempt to hit multiple targets that are adjacent to each other. The attack may target a number of characters equal to or less than the ROF of the weapon.

Make one attack, but split the BAV evenly for each target. If there is a remainder, use the higher number against the first Defender. Roll Range Dice once for all targets, but calculate Vehicle Base Defense separately for each target.

If successful, add the full Post-Roll Modifiers to each half of the Skill Check to calculate the TSV.

Example

Rollo the gunner uses the Spray Action against two fighters within 2 hexes of each other. He rolls his attack and gets a 30. He is forced to split his BAV in half. He attacks with a 15 on each of the fighters and calculates the attack as normal. If successful, he adds his weapon damage to each attack separately.

Standard Attack [AP 3]

Action Type: Vehicle (Weapons)

Use the weapon mounted into your Weapons Station. This requires a Skill Check based on the weapon installed.

System Assist [AP 3]

Action Type: Vehicle (Systems)

You may use Systems to aid the next Skill Check in either Controls or Weapons. Select a Station to affect. The next Skill Check in the selected Station gains 2 Benefits, so long as that Skill Check occurs before Systems is used for any other reason.

Vehicle Piercing/Slashing/Bludgeoning

The Weapon Qualities Piercing, Slashing, and Bludgeoning can be used in vehicular combat. When using a weapon that also has the Mounted Quality, Piercing, Slashing, and Bludgeoning lower the target's AR by 5 x PL instead of half an Attribute score.

VEHICLE DEFENSIVE ACTIONS

Defensive Actions are reactive. They must be used in response to an Offensive Action in combat. Each Defensive Action costs Action Points to complete just like any Offensive Action. This moves the character down the Combat Track as usual.

EVADE [AP 1]

Action Type: Vehicle (Controls)

A pilot may attempt to evade a melee attack made on their vehicle. The pilot must make a Drive Skill Check to do so. They compare their result, the BDV, to the BAV. If the BDV is greater than the BAV they evade the attack.

This can not typically be used against ranged attacks.

STRAFE [AP 2]

Action Type: Vehicle (Controls)

A Defender may attempt to Evade, while at the same time moving up to one hex in any direction.

The character in the Controls Station makes a Drive Skill Check as normal, but suffers a -3 to their Skill Check. If successful, the vehicle evades the attack and moves. If not, they are hit and do not move.

EXAMPLE

A jet fighter pilot attempts to strafe while evading an attack. They suffer a -3 Pre-Roll Modifier to their Drive Skill Check, but if they succeed, they can move 1 hex/unit.

SYSTEMS DEFENSE [AP 2]

Action Type: Vehicle (Systems)

If a Hack attempt is made against the vehicle's Systems, a character may make an immediate Sysops Skill Check to block it. Compare their result, the BDV, to the BAV. If the BDV is greater than the BAV they evade the hack.

EXAMPLE

A hacker attempts a Hack attempt. They make a Hacking Skill Check and total a 22. The systems officer on the ship makes a System Defense Action and makes a Sysops Skill Check. Their total is 19. Unfortunately the Hack Action by the Attacker was successful.

VEHICLE EQUIPMENT

The types of equipment used for vehicles are the same as for characters. Consumables, Gear, and Weapons all are applicable. Equipment Effects can be added as well. Choose the Technology Era and the equipment of your choice. See Equipment.

Qualities & Traits

Vehicle equipment has special qualities that can only be used by vehicles. However, vehicle equipment may use normal weapon and armor qualities. Vehicle weapons have the same Traits as any other weapon.

VEHICLE WEAPON QUALITIES

Vehicles have some specific qualities only used by them.

GUIDANCE

A guidance system is included in this weapon that helps the payload strike true. All Defensive Actions against this attack suffer 1 Hardship, and Vehicle Base Defense is lowered by 10.

HACK

This weapon can attempt long range hacking attempts on other vehicles.

ION

Armor is bypassed. Add +1 AP to all characters on-board the vehicle.

VEHICLE GRAPPLE

This weapon can make the Grapple Action.

PURCHASING VEHICLES

Purchasing vehicles is possible. Add the total Attribute Points of the vehicle to come to a baseline of Currency Points required. Then, add any weapons and add their cost. Finally, each Ability a vehicle has costs 6 CP.

EXAMPLE

A PL 1 vehicle has 10 Attribute Points. It has 2 Abilities which cost 6 each, and finally a Machine Gun that costs 10. The total cost is 10 + 12 + 10 = 32 CP.

VEHICLE EQUIPMENT LIST

These are weapons suitable for vehicles only.

MEDIEVAL VEHICLE WEAPONS

WEAPON	ASPECT	RANGE	ROF	SKILL	AMMO	COST	ENC	QUALITIES
Cannon	40b	12	1	Heavy Weapons	1	8	N//A	Explosive 1, Inaccurate, Mounted 3, Slow
Scorpion	30p	12	1	Heavy Weapons	1	6	N/A	Mounted 2, Piercing, Slow
Grapplers	0	1	1	Heavy Weapons	1	4	N/A	Grapple, Mounted 2, Slow

MODERN VEHICLE WEAPONS

WEAPON	ASPECT	RANGE	ROF	SKILL	AMMO	COST	ENC	QUALITIES
Missile	60o	16	1	Heavy Weapons	2	16	N/A	Guidance, Long, Mounted 2, Slow
Rocket	40o	12	1	Heavy Weapons	1	12	N/A	Mounted 3, Long, Slow, Explosive 4
Machine Gun	5p	8	4 or 5	Guns	25	10	N/A	Mounted 2, Slow, Piercing
Mini-Atomic	200o	32	1	Heavy Weapons	1	50	N/A	Mounted 3, Long, Slow, Explosive 20
Mounted Machine Gun	5p	10	4	Heavy Weapons	20	8	N/A	Mounted 3, Slow, Long

FUTURISTIC VEHICLE WEAPONS

WEAPON	ASPECT	RANGE	ROF	SKILL	AMMO	COST	ENC	QUALITIES
Torpedo	80o	20	1	Heavy Weapons	2	16	N/A	Guidance, Long, Mounted 3, Slow
Gauss Cannon	40p	12	2	Heavy Weapons	3	12	N/A	Mounted 3, Slow, Piercing
Railgun	20p	10	5	Guns	25	12	N/A	Mounted 2, Slow, Piercing
Atomic	300p	32	1	Heavy Weapons	1	100	N/A	Mounted 3, Long, Slow, Explosive 30
Beam	40o	8	1	Guns	*	6	N/A	Mounted 2, No Reload
Ion Cannon	0	12	1	Heavy Weapons	*	12	N/A	Mounted 3, Slow, Ion, No Reload
Anti-Aircraft	20p	8	5	Heavy Weapons	25	12	N/A	Spread, Short

MAGIC

Magic covers many different powers characters may wield. There are two magic sub-systems in *Heroes & Hardships*. The first is called Traditional Magic, and the second is Super Powers.

Traditional Magic is the casting of spells by a wizard, sorcerer, priest, etc. Traditional Magic is flexible, difficult, and dangerous. Fantasy tropes are full of Traditional Magic.

Super Powers are inherent gifts that are wielded by special individuals. The most obvious examples of these character examples are a great majority of super heroes. Super Powers magic is inflexible, costly, easier to use, and not quite as dangerous as Traditional Magic.

There are subtle differences between the types of sub-systems.

Both

- Use the Same Manifestations
- Use the Same Skills (Except Arcana)
- Organized by Schools
- Focus used to determine max Spells and Powers, Surge threshold, and Surge Rolls

Traditional Magic

- Purchase Manifestations as Spells
- Uses Spell Dice, and are never Resisted
- Surge on Skill Checks and Spell Dice
- Uses Magical Defense
- May increase Valid Effects on the fly

Super Powers

- Purchase Manifestations as Powers
- Are Resisted, do not use Spell Dice
- Surge on Skill Checks only
- Does not use Arcana
- Valid Effects are purchased with Ability Points or Experience Points only

Terminology

Manifestations are the actual end result of either a Spell or Power. Spells and Powers are both based off the same Manifestations. Spells are used with Traditional Magic and Powers are used with Super Powers.

Magic is the generic term that encompasses both Traditional Magic and Super Powers.

Spells are *Cast* and Powers are *Activated*.

LEARNING SPELLS & POWERS

Spells and Powers are both considered Abilities and are purchased as General Abilities. Spells and Powers use Manifestations differently. See Spells and Powers.

A character may purchase both Spells and Powers if they have both the Magic User and Super Powers Abilities. This allows a character to use both magic systems. However, Manifestations purchased as Spells or Powers must be used how they were purchased, and cannot be used in any other way. The same Manifestation may be purchased as both a Power and a Spell.

THE SCHOOLS OF MAGIC

In *Heroes & Hardships* there are eight schools of magic. These schools of magic are typically ruled by four Skills. Each school of magic is commonly given a color for easy designation. These colors may be used by the Game Master in their games if they so wish, or they may simply use the schools' proper names. The schools of magic are used for both Traditional Magic and Super Powers, and can be described in ways that are fitting for the setting in question.

The schools of magic are:

- Alacrity
- Cosmos
- Divination
- Force
- Mentalism
- Metamorphosis
- Nature
- Soul

ALACRITY

Manifestations dealing with speed and travel fall under Alacrity.

Governing Skill: Shape

Color: Yellow

COSMOS

Manifestations dealing with unique energies and abilities.

Governing Skill: Harness

Color: Red

DIVINATION

Manifestations dealing with distant and strange knowledge.

Governing Skill: Psyche

Color: Blue

FORCE

Manifestations dealing with protection.

Governing Skill: Harness

Color: Purple

MENTALISM

Manifestations dealing with the mind.

Governing Skill: Psyche

Color: Grey

METAMORPHOSIS

Manifestations dealing with changing one thing into something different.

Governing Skill: Shape

Color: Orange

NATURE

Manifestations dealing with the natural world.

Governing Skill: Essence

Color: Green

SOUL

Manifestations dealing with life and death.

Governing Skill: Essence

Color: White

Fate & Focus

The Fate Attribute is required for both Traditional Magic or Super Powers to be used in a game. If Fate is not used, no magic type is available.

Focus is a Skill governed by the Fate Attribute and has various uses in both magic systems. See Focus for more information.

Burning Fate

When a character that uses magic burns a Fate Point it can alter how they use magic.

If burning a Fate Point would lower a character's Fate Attribute less than that character's Focus Skill Rank, then lower their Focus Skill Rank equal to their Fate Attribute. That Focus Skill Rank is lost forever, even if their Fate Attribute is Improved, unless they re-buy the Focus Rank with XP.

If a character's Focus Skill Rank is lowered, verify the number of Spells, Powers, or Power Effect Levels they have access to is not greater than their new Focus Skill Rank x 2. If so, the player must decide which Spells, Powers, or Power Effect Levels to lose. They lose Spells or Powers equal to how many they have greater than their new Focus x 2 total. The Spell or Power is lost forever, even if their Focus rank is improved, unless they buy the Spell or Power with XP.

Traditional Magic

Characters that have wizard-like abilities related to magic should take Ability: Magic User. This ability unlocks four Skills that may be required to cast and control magic. These Skills are Psyche, Essence, Shape, and Harness. More about each Skill can be found under the Skills section, and details on Magic User is contained in the Abilities section.

Characters may study Traditional Magic like any other academic field. This allows characters to cast magic that do not have an innate ability to channel it. Characters that do not have the ability Magic User can still use magic in this way, however they do so differently and with increased difficulty. Characters without the Magic User ability may use the Arcana Skill. The Arcana Skill may be used to cast any Spell that the character knows. All Arcana Skill Checks that are used to cast a Spell suffer 1 Hardship.

Casting

Casting a Spell is completed by making a Skill Check with the governing Skill of the Spell. The caster must have at least 1 Skill Rank in the Skill used to make the Skill Check. Magic Skills may not be used untrained.

Magic Defense

Each character has a magic defense that helps ward off the effects of magic. This works similarly to Base Defense in combat. Magic Defense is active even if a character is unconscious or otherwise unable to defend themselves.

Calculation

Magic Defense (MD) = (Willpower + Fate + Focus) x 2

Willing Targets

When the target of a Spell is willing, do not use their Magic Defense. Their Magic Defense is considered 0, but roll Spell Dice as normal.

Other Targets

Sometimes Spells target locations, objects, or other things with a Magic Defense. If the spell is hostile, use the Magic Defense of the nearest hostile creature or object to the target of the Spell. If there are multiple enemies in the same range, use the one with the highest Magic Defense. If there are no enemies nearby consider the Magic Defense to be 0.

Active Defenses & Magic Defense

Never use Active Defenses in conjunction with Magic Defense.

Difficulty

Casters use the appropriate magic Skill to target Defenders. Magic moves unerringly and Skill used with melee or ranged weapons are unnecessary to hit targets. The Skill Check to cast and hit targets use the same Skill Check.

When targeting an unwilling character with a spell add their Magic Defense and the Spell Dice of the spell the character is casting. This becomes the Target Number of the Skill Check. If there is no target, or the target is willing, the difficulty of casting a spell is Challenging + Spell Dice.

Spell Dice

Spell Dice help determine what the Target Number of a Spell is. For each Spell Dice a spell has add 1d10 to the Target Number of the Skill Check. Spell Dice explode.

Every Spell begins with 1 Spell Die. Add 1 Spell Die for each Valid Spell Level added to the spell. Combine all Spell Die together to form the total Spell Dice rolled. See Enhancing Spell's Valid Effects.

Hardships & Pre-Roll Modifiers

Any Hardships or Pre-Roll Modifiers that affects the character at the time of casting are applied to the magical Skill Check.

Resolution

The total of caster's Skill Check, including any Pre-Roll Modifiers, Benefits, and Hardships, is called the Base Success Value (BSV).

Roll the appropriate number of Spell Dice and add it to the Target's Magic Defense. This is the Base Defense Value (BDV). Subtract the BDV from the BSV. If the result is 0 or greater, the Skill Check and spell succeeds.

If the Spell's potency causes any Post-Roll Modifiers such as damage, add it to the total. It is possible that the Target has Magical Reduction. If so, subtract it from the total. The new total is called the Total Success Value (TSV).

Apply the Manifestation Effects based on the Levels used in the casting.

Example

Fizban's enhances his spell with 3 total Levels of Potency, and 2 Levels of Range. Since each spell gets all Level-1 Valid Effects for 1 Spell Dice, his new number of Spell Dice is 4. Level-1 is 1 Spell Die across all Valid Effects, increased Potency from 1 to 3 is 2 extra Spell Dice, and Range from 1 to 2 is 1 extra Spell Die. He casts the spell and targets an enemy. He adds their Magical Defense to the 4d10 worth of Spell Dice.

Magical Reduction

Sometimes a Target has Magical Reduction. Magical Reduction is a Post-Roll Modifier that lowers the Total Success Value. Magical Reduction never affects whether a Spell is successfully cast.

Spell Limits

A character may have a number of Spells equal to their Focus Skill Rank x 2.

Surging

A caster may surge when either empowering a Spell too greatly or attempting to contain the difficulty of a Spell. Controlling a Surge is highly dependent on a character's Focus Skill. The ramifications of any Surge are the same for either type of Surge.

Skill Surge

When making a Skill Check to cast a Spell count the number times dice explode. This could occur on the same die as it explodes multiple times. If more explosions occur than the character's Focus Skill, the Skill Check is said to Surge. A Skill Surge may happen regardless of whether the Skill Check failed or succeeded.

Spell Surge

When rolling Spell Dice to determine the difficulty of a Spell count the number of times a die explosion occurs. This could occur on the same die as it explodes multiple times. If more dice explode than that character's Focus Skill, the Spell Dice roll is said to Surge. A Spell Surge may happen regardless of whether the Skill Check failed or succeeded.

Surge Roll

When a Surge occurs make a Focus Skill Check against the Base Success Value of the Skill Surge or the total of the Spell Surge. This is called a Surge Roll. If there is both a Skill Surge and a Spell Surge during the same casting, use the highest of the two.

If the Focus Skill check fails then roll on the Surge Effects Table for the effects of the Surge. Upon failure subtract the total of the Focus Skill Check from the original roll that Surged. This is called the Surge Failure Value, or SFV.

If there was both a Skill Surge and a Spell Surge during the same Skill Check, remove one Surge Die when making a Surge Effect Roll.

Example

Mio casts a spell. She has a Focus Skill Rank of 2. Her Skill Check is a 10, 10, 10, 4, 1. Three dice explodes. She rolls them again to get the total. That total is 42. Since 3 dice exploded and her Focus is only a 2, she causes a Skill Surge.

SURGE LEVELS

The first step in assigning Surge Effects is to determine the Surge Level.

The Surge Level of a Surge is based on the character's Magical Defense and the Surge Failure Value of the Surge. There are three Surge Levels: Superficial, Moderate, and Terrible. If the SFV does not meet the caster's Magic Defense no Surge Effect Roll is required.

The following tables show the Surge Levels based on these factors.

SURGE LEVELS

Level	Requirement
Superficial	SFV >= Magic Defense
Moderate	SFV >= Magic Defense + 5
Terrible	SFV >= Magic Defense + 11

SUPERFICIAL

Superficial Surges are those that have SFV equal to a character's Magic Defense but no higher than the Magic Defense +4. A Superficial Surge may have minor ramifications. Superficial Surges add 2d10 Surge Dice to your Surge Effect Roll.

MODERATE

Moderate Surges are those that have a SFV equal to a character's Magic Defense +5 but no higher than Magic Defense +10. A Moderate Surge will likely have a serious impact. Moderate Surges add 1d10 Surge Dice to your Surge Effect Roll.

TERRIBLE

Terrible Surges are those that have SFV equal to a character's Magic Defense +11 or greater. A Terrible Surge will impact a character if not treated. Terrible Surges add no Surge Dice to the Surge Effect Roll

EXAMPLE

Mio's SFV is 12, and her Magic Defense is 10. Luckily, that means this is only a Superficial Surge.

SURGE EFFECT DICE

Surge Effect Dice are d10s used on Surge Effect rolls. The more Surge Effect Dice a player rolls, the better chance a Surge Effect is mild. Surge Effect Dice do not explode.

SURGE EFFECT LEVELS

Surge Effects are different for each magic type, and for each magical Skill. To determine the Surge Effect, find the related table based on the Skill Check made. When rolling for Surge Effects, roll 3d10 + the Surge Effect Dice. The Surge Effect Dice are determined by the Severity of the Surge. No dice explode on Surge Effect Rolls.

OPTIONAL: GM CHOOSES SURGE EFFECT

The GM may decide to choose a less severe Surge Effect, or they may choose a Surge Effect on a different table that is equal to or less severe than the original.

OPTIONAL: CURING SURGE EFFECTS

Typically Surge Effects cannot be "fixed" by magical or mundane means. However, the GM may allow them to be resolved in various ways such as finding secrets, going on quests, etc. It is not recommended to allow them to be treated by mundane spells/powers, healing, etc.

TRADITIONAL MAGIC SURGE EFFECT LIST

These Surge Effects are for Traditional Magic only.

ARCANA SURGE EFFECTS	
ROLL	**EFFECT**
3	The Arcanist delves too deeply in forces they do not understand. The caster is imbued with magical power that tears through their body as if they had engulfed a star. They die a painful death. Those nearby also suffer from this searing heat and light. Any character or object within 10 feet or 4 hexes/units suffer a Rank 10 Other Damage Hazard with a Resistance of Dodge.
4	The Arcanist's body dissolves and disappears, never to be seen again. Any character or object adjacent to the caster also suffers the same effect. However, they may make an Impossible Fortitude Skill Check to save themselves. Those that fail disappear as well.
5	Intense pain assaults the Arcanist who falls Prone and must immediately make a Death Roll against an Impossible difficulty.
6	A monster from a different realm is summoned and wishes only wanton destruction. The GM chooses an Adversary with the Monster Descriptor and places it in play.
7	An incantation goes awry and magic affects the caster deeply. The GM must apply 2 Levels of Flaws to the Arcanist.
8	The spell that was cast is forgotten by the Arcanist. It is lost until the player spends XP to relearn it.
9	Mystic arts are revealed to the Arcanist in a waking dream. Gain the Knowledge at All Cost Flaw with a subtype determined by the GM.
10	The magic disrupts the Arcanist's speech patterns, and the Arcanist develops a stutter. All COM-based Skill Checks suffer 1 Hardship.
11	The nearest building or structure explodes. Anyone inside this building must make a Rank 5 Other Hazard with a Resistance of Dodge.
12	The Arcanist gains a deep understanding of magic, but at a price. Increase their Fate score to the highest possible value for their PL, but lower all their Physical Attributes to the lowest possible value for their PL.
13	The magic saps the Arcanist's endurance. Lower their Wound Level by 5 permanently and recalculate characteristics.
14	The Arcanist loses the ability to read or write. They gain the Illiterate Flaw.
15	The Arcanist bleeds easier. Whenever they suffer a Wound, increase its Levels of Success by 5 for the sake of tracking the Wound only.
16	The Arcanist now understands a language determined by the GM that they did not before. However, sometimes when they speak, they are compelled to use this new language. In these situations, they may make a Challenging Fortitude Skill Check to speak the language of their choice. This occurs in high stress situations as determined by the GM.
17	If the spell targeted another character, it instead targets the caster. If the spell targeted the caster, it instead targets another character as determined by the GM.
18	The caster temporarily forgets their studies. Arcana Skill Checks suffer 2 Hardships instead of 1 Hardship for 1 week.
19	A wave of fatigue cripples the Arcanist for 24 hours. Take 1 Hardship on all Skill Checks until the time period ends.
20	The Arcanist de-ages to adolescence as determined by their Ancestry.
21	A setting appropriate brand burns into the forehead of the Arcanist. The brand continually smolders without end.
22	Any book the Arcanist tries to read purposefully jumbles its pages in the binding. It takes three times as long to read anything with multiple pages.
23+	No Surge.

ESSENCE SURGE EFFECTS	
ROLL	EFFECT
3	Plant life begins to sprout out of the body of the Spiritualist until they no longer resemble a sentient creature. They are fixed in place, destined to live the rest of their days as an inanimate plant. That plant attempts to grab onto anyone up to 10 feet or 4 hexes/units away. Characters must make an Impossible Acrobatics or Dodge Skill Check to avoid this. If they fail, they are quickly added to the plant creature and suffer the same fate as the Spiritualist.
4	The Spiritualist is immediately possessed by a foreign entity. Their body ceases to be their own. Exorcism is not possible without killing the host. Anyone adjacent to this possession is also affected, but they can resist with an Impossible Fortitude Skill Check. If they fail, they are also possessed permanently.
5	The gods, spirits, or whatever controlling deities exist are angered. The Spiritualist gains the Cursed Flaw.
6	The magic diseases the Spiritualist. They gain the Diseased, Mortal Flaw.
7	The Spiritualist permeates death. Any Skill Checks to heal a Wound while in the presence of the caster automatically fails. Flowers wilt, animals flee, etc. The caster's skin turns gray and their eyes yellow. They gain the Disturbing Appearance Flaw.
8	Whenever you are near dead bodies they rise from the dead and attack anything nearby. Create a Rank 5 Mob of a creature with the Undead Descriptor any time you are 100 feet or less from a graveyard, morgue, etc.
9	Magic now drains the Spiritualist when they use it. Each time the caster attempts to cast a spell, they must make a Falter Roll or fall unconscious for 5 AP.
10	The nearest dead creature or character to the caster comes back to life. They are not undead, but instead alive as if the moments before they died.
11	The Spiritualist's hair grows to their mid back. Whenever their hair is cut shorter, temporarily reduce their STR score by 1. This only increases again when the hair grows back to the same length.
12	Wounds multiply on the closest character nearby. The closest character with a Wound is given another Wound with a total Level of Success equal to a Wound they have with the lowest Levels of Success. If no one in the immediate vicinity has a wound, the nearest child dies.
13	A haunted tower forms somewhere near the current location of the Spiritualist. From this tower a creature is awoken every full moon and haunts the surrounding area. This is an adversary equal to the caster's PL + 1.
14	Animals are disturbed by the caster's presence. The Spiritualist gains the Ire of Animals Flaw.
15	The caster is marked for death. They gain the Doomed Flaw.
16	An animal of the GM's choice begins following the Spiritualist wherever they go. If the Spiritualist would ever knowingly harm the animal, they suffer the Cursed Flaw.
17	A maw of sharp teeth replaces the Spiritualist's normal mouth. They gain Natural Weapon I, but also the Disturbing Appearance Flaw.
18	The Spiritualist's spell Target changes to someone or something else of the GM's choice. This ignores the Range of the spell.
19	Magical feedback knocks the Spiritualist Prone. They suffer 2 injuries immediately and may only recover from them after 8 hours of rest.
20	The Spiritualist ages rapidly in a few moments, reaching what is considered "old age" for their Ancestry.
21	Plants grow uncontrollably while the Spiritualist is near.
22	Any clothing the Spiritualist wears turns to White or Black as determined by the GM.
23+	No Surge.

HARNESS SURGE EFFECTS	
ROLL	EFFECT
3	Anything the Sorcerer is wearing melts into their skin, muscles, and organs. Anyone within 10 feet or 4 hexes/units suffer a similar phenomenon as anything they are carrying or wearing melts. They suffer a Rank 5 Other Hazard with a Resistance of Acrobatics.
4	The Sorcerer suffers from a magical overdose as they are consumed by powers they cannot control. They die immediately. As their body is engulfed, an explosion of heat expels from their burnt husk. Any character or object adjacent to the caster suffers a Rank 5 Other Damage Hazard with a Resistance of Dodge.
5	Drawing too much power exhausts the Sorcerer and blocks their access to magic. Make an Impossible Focus Skill Check or reduce their Fate score to 0.
6	A brilliant light explodes directly before the Sorcerer. They must make an Impossible Stamina Skill Check or be permanently blinded and receive the Blind Flaw.
7	The Sorcerer loses control of their magic. Lower their Focus Skill Rank to 0. This can only be regained through spending XP.
8	The Sorcerer begins to experience terrible pain daily. They are subject to a Rank 3 Pain Hazard with a Resistance of Stamina every day of their lives.
9	The Sorcerer becomes frail. Lower their Wound Threshold by 1.
10	The Sorcerer is magically weakened. All targets for the caster have Magical Reduction of 3 x PL.
11	The Sorcerer loses magical aptitude during the day. Their Harness Skill Checks suffer 1 Hardship. However, all other Skill Checks receive a Level-1 Bonus set during the day.
12	Whenever struck with a melee attack that would at least give the Sorcerer an injury, a small explosion of energy occurs that causes the Attacker and the target to suffer a Rank 3 Other Hazard with a Resistance of Fortitude.
13	In addition to the spell cast, a Level-1 Energy Attack spell strikes every target within 100 feet or 10 hexes except for the caster. Use the SFV as the Levels of Success on the Energy Attack spell.
14	The Sorcerer's magic is perverted and benefits their enemies. Each enemy nearby gains a Level-2 Bonus Set on all Skill Checks.
15	The spell goes wild and affects an additional target of the GM's choice.
16	The Sorcerer has a temporary run of bad luck. When rolling a 10, their Skill Checks do not explode for one week.
17	Any fire that exists near the Sorcerer begins to burn out of control. These fires can be doused, but doing so is difficult.
18	Whenever the Sorcerer casts a spell, it is accompanied by a loud bang that will alert anyone nearby of their presence.
19	A thin, translucent, film covers the body of the Sorcerer. This film provides 1 AR to all Hit Locations and against all Aspects. However, it can feel thick and restrictive, causing 1 Hardship to all Ability-based Skill Checks.
20	A golden glow begins to envelop the Sorcerer at all times. Any attempts to use Stealth suffers 2 Hardships. However, the Sorcerer lowers any Sense (Sight) Impediments by 1 Level.
21	Wherever the Sorcerer travels there is always inclement weather at night.
22	The Sorcerer's skin feels extremely hot for others, and can cause discomfort for anyone else coming into contact with it.
23+	No Surge.

PSYCHE SURGE EFFECTS	
ROLL	EFFECT
3	A mind shattering event occurs which drives the Mentalist mad. They cannot reason or make rational thought and are now unplayable. Those that witness this event are also impacted. They suffer a Rank 5 Mental Hazard with a Resistance of Courage.
4	The stars align above and produce a ray of light that strikes the caster and incinerates them. Any character or object that is adjacent suffers a Rank 5 Other Damage Hazard with a Resistance of Dodge.
5	Something attempts to turn the Mentalist into a crazed killer. They must make an Impossible Fortitude Skill Check or attack anyone nearby until they are dead or subdued. They will continue to do so over time if given the opportunity and nothing can repair their psychosis.
6	A great natural disaster occurs in the world. The GM should decide on the exact nature of this calamity.
7	The Mentalist finds their destiny is blocked by some greater power. They gain the Fateless Flaw.
8	A Destiny is manifested for the Mentalist as determined by the GM. The exact destiny is unknown to the caster. Grant them the Destiny Flaw.
9	The Mentalist becomes the center of magical focus. Whenever a spell is cast and the Mentalist is in range, they are targeted automatically. This includes spells the Mentalist cast.
10	The Mentalist forgets their past and gains the Amnesia Flaw.
11	The Mentalist constantly hears the whispers of spirits or entities around them. They gain the Bad Sense (Hearing) Flaw.
12	A heavenly body crashes into the area nearby. This leaves a massive deposit of precious and bizarre metals. Any nearby organizations or peoples begin to wage war over the wealth it holds.
13	The Mentalist's mental fortitude is compromised. Lower their Terror Level by 5 permanently and recalculate characteristics.
14	The Mentalist sees their own death. They receive the Disorder Flaw. The nature of their death is up to the GM. This could be true, or it could be a false image.
15	The Mentalist becomes a puppet of another mind. They follow orders as if under the effect of Mind Control for 10 AP or 1 hour. The individual that controls them is determined by the GM.
16	The caster and their allies immediately deplete all Fate Points as if spending them with no effect.
17	A backlash of mental energy stuns the Mentalist. They cannot use the Psyche Skill until they get a full night of restful sleep.
18	The Mentalist's identity is erased. Any NPC that knew the caster before does not recognize them. The GM decides if this remains true for other PCs.
19	The caster gets very sleepy. After the spell is cast, the Mentalist must make a Falter Roll or fall unconscious for 10 AP.
20	The Mentalist's thoughts can be heard by others nearby when they are angered. Deception in these situations is impossible.
21	When the Mentalist sleeps, they unconsciously describe their dreams.
22	The sound of the Mentalist's voice is not their own. When the Mentalist speaks it is not their own voice, but instead an unknown entity, alien, spirit, etc. The nature of the voice is determined by the GM.
23+	No Surge.

Shape Surge Effects	
Roll	**Effect**
3	The Shaper is transformed into a horrible monster, losing all free will and acting as if they were the creature they have become. The GM may use any Adversary with the Monster Descriptor. Any creature within 10 feet or 4 hexes/units are also transformed if they fail a Desperate Fortitude Skill Check.
4	The Shaper is teleported into a solid object and dies a slow death as their anatomy is disrupted by a foreign object. Any character or object adjacent to the caster is teleported directly into the air and fall to the earth. They suffer a Rank 5 Falling Hazard.
5	A portal opens and tries to pull the Shaper into it. They can resist with an Impossible Athletics Skill Check. If they fail, they fall into the portal and are sent to a universe filled with demons and other horrors. They are presumed dead, and either way can never return.
6	An exact physical duplicate is created of the Shaper. This duplicate may have a different mentality and personality, but they definitely want to do the Shaper harm. Add the Nemesis Flaw.
7	An item that the Shaper carries transforms into something useless. The item is determined by the GM.
8	The Shaper's body constantly feels heavy and difficult to move. They gain the Slow Flaw.
9	The magical spell imbues the caster with a natural affinity for magic that changes its very nature. Swap the Magic User Ability with the Super Powers Ability. Any spells the Shaper knows changes to Level-1 Powers.
10	The Shaper grows in power. Add 4 Attribute Points to any Attribute with a maximum for their PL. However, an order now knows of the Shaper's presence and pledges to destroy them. When a new session begins, the GM should roll 1d10. On a 1 or 2 the order appears and causes problems for the Shaper.
11	The Shaper finds only speaking an incantation will allow them to cast their spell. They gain the Magic Limitation (Incantation Required) for all their current spells.
12	A doll in the likeness of the Shaper is created. This doll can be used in various ways as determined by the GM. If the doll is ever destroyed, the Shaper dies immediately.
13	The Shaper is teleported to a distant and dangerous place as determined by the GM.
14	Those adjacent to the Shaper reduce their Speed by 1 for 8 hours. If their Speed is 0, they cannot move.
15	The Shaper cannot summon the power to cast spells for eight hours a day. The GM determines what 8 hours they are.
16	Any vehicle or mount the Shaper rides, drives, or is a passenger in/on is difficult to control. Drive and Ride Skill Checks take 1 Hardship in these situations.
17	The Shaper grows in size quickly. Add +3 to the Shaper's Size score for 24 hours.
18	The spell takes far longer than the Shaper expected. Increase the AP spent on this action to 5.
19	Others that are adjacent to the Shaper cannot hear any sound. The Shaper is not affected by this.
20	The Shaper's armor and clothing becomes brittle. All armor the Shaper is wearing gains the Cheap Quality.
21	The Shaper is perceived by others as a different Ancestry as determined by the GM.
22	The Shaper experiences physical changes as determined by the GM. Their hair turns white, their pupils change in shape, they grow a tail, etc.
23+	No Surge.

SUPER POWERS

Characters that have innate Powers should take Ability: Super Powers. This ability unlocks four Skills that may be required to use these Powers. These Skills are Psyche, Essence, Shape, and Harness. More about each Skill can be found under Skills section, and details on Super Powers are is contained in the Abilities section.

ACTIVATING

Activating a Power is completed by making a Skill Check with the governing Skill of the Power. The caster must have at least 1 Skill Rank in the Skill used to make the Skill Check. Magic Skills may not be used untrained.

MAGIC DEFENSE

Magic Defense is only used in relation to Super Powers when the target cannot or chooses not to defend. As stated earlier, never use Active Defenses in conjunction with Magic Defense.

Sometimes Powers target locations, objects, or other things with a Magic Defense. If the Power is hostile, use the Magic Defense of the nearest hostile creature or object to the target of the Powers. If there are multiple enemies in the same range, use the one with the highest Magic Defense. If there are no enemies nearby consider the Magic Defense to be 0.

ACTIVE RESISTANCE

Super Powers are almost always opposed by an Active Resistance. Super Powers are never resisted by Spell Dice.

When the Skill Check to activate a Power is made, compare it to the Target's Magic Defense. If the Skill Check is lower than the Magic Defense of the Target, they need not defend. If the Skill Check is higher, the Target may defend if they wish.

The Power's Manifestation will indicate what Skill Check to make to oppose the Powers.

When activating a Power that either targets an ally, self, or something that may not roll an Active Resistance, then use a Difficulty of Challenging.

Resisting Powers does not require an Action or cost AP.

DIFFICULTY

Those with Powers use the appropriate magic Skill to target Defenders. Targets have a much greater effect on if a Super Power is successful or not as they can usually use an Active Resistance to resist. The Skill Check to activate and hit targets use the same Skill Check. When targeting an unwilling character with a Power the target defends with their Active Resistance as indicated by the Manifestation in question. This becomes the Target Number of the Powers.

HARDSHIPS & PRE-ROLL MODIFIERS

Any Hardships or Pre-Roll Modifiers that affects the character at the time of activation are applied to the magical Skill Check.

RESOLUTION

The total of user's Skill Check, including any Pre-Roll Modifiers and Hardships, is called the Base Success Value (BSV).

Roll the appropriate Active Resistance Skill Check, this is the Base Defense Value (BDV). Subtract the Base Defense Value from the Base Success Value. If the result is 0 or greater, the Skill Check and Power succeeds.

If the Power's potency causes any Post-Roll Modifiers such as damage, add it to the total. It is possible that the Target has Magical Reduction. If so, subtract it from the total. The new total is called the Total Success Value.

Apply the Manifestation Effects based on the Levels used in the power.

EXAMPLE

The Green Knight uses Mind Control on a target. The resistance for Mind Control is Fortitude. The Green Knight makes their Skill Check and compares it to the Mental Defense of the target. If their Skill Check is higher, the Defender must make a Fortitude Skill Check to resist. If the Green Knight's Skill Check is higher than the Fortitude Skill check, their power is successful.

MAGICAL REDUCTION

Sometimes a Target has Magical Reduction. Magical Reduction is a Post-Roll Modifier that lowers the Total Success Value. Magical Reduction never affects whether a Spell is successfully cast.

POWER LIMITS

A character may have a number of Powers equal to their Focus Skill Rank x 2.

POWER EFFECT LEVEL LIMITS

A single Power may have a number of additional Effect Levels greater than the baseline effects equal to their Focus Skill Rank x 2.

SURGING

A super hero may Surge when empowering a Power too greatly. Controlling a Surge is highly dependent on a character's Focus Skill. The ramifications of a Power Surge are shown on the Power Surge table.

SKILL SURGE

When making a Skill Check to activate a Power, count the number of dice that explode. If more dice explode than that character's Focus Skill, the Skill Check is said to Surge. A Skill Surge may happen regardless of whether the Skill Check failed or succeeded.

Unlike Traditional Magic, there are no Spell Surges for Super Powers.

OPTIONAL: GM CHOOSES SURGE EFFECT

The GM may decide to choose a less severe Surge Effect, or they may choose a Surge Effect on a different table that is equal to or less severe than the original.

SURGE ROLL

When a Surge occurs make a Focus Skill Check against the Base Success Value of the Skill Surge. This is called a Surge Roll.

If the Focus Skill check fails then roll on the Surge Effects Table for the effects of the Surge. Upon failure subtract the total of the Focus Skill Check from the original roll that Surged. This is called the Surge Failure Value, or SFV.

SURGE LEVELS

Surge Levels are determined exactly the same as Traditional Magic. However, Surge Tables for Powers and Traditional Magic are different.

OPTIONAL: CURING SURGE EFFECTS

Typically Surge Effects cannot be "fixed" by magical or mundane means. However, the GM may allow them to be resolved in various ways such as finding secrets, going on quests, etc. It is not recommended to allow them to be treated by mundane spells/powers, healing, etc.

SUPER POWERS SURGE EFFECT LIST

These Surge Effects are for Super Powers only.

ESSENCE SURGE EFFECTS	
ROLL	**EFFECT**
3	**The magic diseases the Spiritualist. They gain the Diseased, Mortal Flaw.**
4	**The Spiritualist permeates death. Any Skill Checks to heal a Wound while in the presence of the Spiritualist automatically fails. Flowers wilt, animals flee, etc. The Spiritualist's skin turns gray and their eyes yellow. They gain the Disturbing Appearance Flaw.**
5	**Whenever you are near dead bodies they rise from the dead and attack anything nearby. Create a Rank 5 Mob of a creature with the Undead Descriptor any time you are 100 feet or less from a graveyard, morgue, etc.**
6	**Magic now drains the Spiritualist when they use it. Each time the Spiritualist attempts to activate a power, they must make a Falter Roll or fall unconscious for 5 AP.**
7	**The nearest dead creature or character to the Spiritualist comes back to life. They are not undead, but instead alive as if the moments before they died.**
8	**The Spiritualist's hair grows to their mid back. Whenever their hair is cut shorter, temporarily reduce their STR score by 1. This only increases again when the hair grows back to the same length.**
9	**Wounds multiply on the closest character nearby. The closest character with a Wound is given another Wound with a total Level of Success equal to a Wound they have with the lowest Levels of Success. If no one in the immediate vicinity has a wound, the nearest child dies.**
10	**A haunted tower forms somewhere near the current location of the Spiritualist. From this tower a creature is awoken every full moon and haunts the surrounding area. This is an adversary equal to the Spiritualist's PL + 1.**
11	**Animals are disturbed by the Spiritualist's presence. The Spiritualist gains the Ire of Animals Flaw.**
12	**The caster is marked for death. They gain the Doomed Flaw.**
13	**An animal of the GM's choice begins following the Spiritualist wherever they go. If the Spiritualist would ever knowingly harm the animal, they suffer the Cursed Flaw.**
14	**A maw of sharp teeth replaces the Spiritualist's normal mouth. They gain Natural Weapon I, but also the Disturbing Appearance Flaw.**
15	**The Spiritualist's power Target changes to someone or something else of the GM's choice. This ignores the Range of the power.**
16	**Magical feedback knocks the Spiritualist Prone. They suffer 2 injuries immediately and may only recover from them after 8 hours of rest.**
17	**The Spiritualist ages rapidly in a few moments, reaching what is considered "old age" for their Ancestry.**
18	**Plants grow uncontrollably while the Spiritualist is near.**
19	**Any clothing the Spiritualist wears turns to White or Black as determined by the GM.**
20+	**No Surge**

HARNESS SURGE EFFECTS	
ROLL	EFFECT
3	A brilliant light explodes directly before the Sorcerer. They must make an Impossible Stamina Skill Check or be permanently blinded and receive the Blind Flaw.
4	The Sorcerer loses control of their magic. Lower their Focus Skill Rank to 0. This can only be regained through spending XP.
5	The Sorcerer begins to experience terrible pain daily. They are subject to a Rank 3 Pain Hazard with a Resistance of Stamina every day of their lives.
6	The Sorcerer becomes frail. Lower their Wound Threshold by 1.
7	The Sorcerer is magically weakened. All targets for the Sorcerer have Magical Reduction of 3 x PL.
8	The Sorcerer loses magical aptitude during the day. Their Harness Skill Checks suffer 1 Hardship. However, all other Skill Checks receive a Level-1 Bonus set during the day.
9	Whenever struck with a melee attack that would at least give the Sorcerer an injury, a small explosion of energy occurs that causes the Attacker and the target to suffer a Rank 3 Other Hazard with a Resistance of Fortitude.
10	In addition to the power activated, a Level-1 Energy Attack power strikes every target within 100 feet or 10 hexes except for the Sorcerer. Use the SFV as the Levels of Success on the Energy Attack power.
11	The Sorcerer's magic is perverted and benefits their enemies. Each enemy nearby gains a Level-2 Bonus Set on all Skill Checks.
12	The power goes wild and affects an additional target of the GM's choice.
13	The Sorcerer has a temporary run of bad luck. When rolling a 10, their Skill Checks do not explode for one week.
14	Any fire that exists near the Sorcerer begins to burn out of control. These fires can be doused, but doing so is difficult.
15	Whenever the Sorcerer activates a power, it is accompanied by a loud bang that will alert anyone nearby of their presence.
16	A thin, translucent, film covers the body of the Sorcerer. This film provides 1 AR to all Hit Locations and against all Aspects. However, it can feel thick and restrictive, causing 1 Hardship to all Acrobatics Skill Checks.
17	A golden glow begins to envelop the Sorcerer at all times. Any attempts to use Stealth suffers 2 Hardships. However, the Sorcerer lowers any Sense (Sight) Impediments by 1 Level.
18	Wherever the Sorcerer travels there is always inclement weather at night.
19	The Sorcerer's skin feels extremely hot for others, and can cause discomfort for anyone else coming into contact with it.
20+	No Surge

PSYCHE SURGE EFFECTS	
ROLL	EFFECT
3	A great natural disaster occurs in the world. The GM should decide on the exact nature of this calamity.
4	The Mentalist finds their destiny is blocked by some greater power. They gain the Fateless Flaw.
5	A Destiny is manifested for the Mentalist as determined by the GM. The exact destiny is unknown to the Mentalist. Grant them the Destiny Flaw.
6	The Mentalist becomes the center of magical focus. Whenever a power is activated and the Mentalist is in range, they are targeted automatically. This includes powers the Mentalist activated.
7	The Mentalist forgets their past and gains the Amnesia Flaw.
8	The Mentalist constantly hears the whispers of spirits or entities around them. They gain the Bad Sense (Hearing) Flaw.
9	A heavenly body crashes into the area nearby. This leaves a massive deposit of precious and bizarre metals. Any nearby organizations or peoples begin to wage war over the wealth it holds.
10	The Mentalist's mental fortitude is compromised. Lower their Terror Level by 5 permanently and recalculate characteristics.
11	The Mentalist sees their own death. They receive the Disorder Flaw. The nature of their death is up to the GM. This could be true, or it could be a false image.
12	The Mentalist becomes a puppet of another mind. They follow orders as if under the effects of Mind Control for 10 AP or 1 hour. The individual that controls them is determined by the GM.
13	The Mentalist and their allies immediately deplete all Fate Points as if spending them with no effect.
14	A backlash of mental energy stuns the Mentalist. They cannot use the Psyche Skill until they get a full night of restful sleep.
15	The Mentalist's identity is erased. Any NPC that knew the Mentalist before does not recognize them. The GM decides if this remains true for other PCs.
16	The Mentalist gets very sleepy. After the power is activated, the Mentalist must make a Falter Roll or fall unconscious for 10 AP.
17	The Mentalist's thoughts can be heard by others nearby when they are angered. Deception in these situations is impossible.
18	When the Mentalist sleeps, they unconsciously describe their dreams.
19	The sound of the Mentalist's voice is not their own. When the Mentalist speaks it is not their own voice, but instead an unknown entity, alien, spirit, etc. The nature of the voice is determined by the GM.
20+	No Surge

Shape Surge Effects	
Roll	**Effect**
3	An exact physical duplicate is created of the Shaper. This duplicate may have a different mentality and personality, but they definitely want to do the Shaper harm. Add the Nemesis Flaw.
4	An item that the Shaper carries transforms into something useless. The item is determined by the GM.
5	The Shaper's body constantly feels heavy and difficult to move. They gain the Slow Flaw.
6	The magical power imbues the caster with a natural affinity for magic that changes its very nature. Swap the Super Powers Ability with the Traditional Magic Ability. Any powers the Shaper knows changes to normal spells.
7	The Shaper grows in power. Add 4 Attribute Points to any Attribute with a maximum for their PL. However, an order now knows of the Shaper's presence and pledges to destroy them. When a new session begins, the GM should roll 1d10. On a 1 or 2 the order appears and causes problems for the Shaper.
8	The Shaper finds only speaking an incantation will allow them to activate their power. They gain the Magic Limitation (Incantation Required) for all their current powers.
9	A doll in the likeness of the Shaper is created. This doll can be used in various ways as determined by the GM. If the doll is ever destroyed, the Shaper dies immediately.
10	The Shaper is teleported to a distant and dangerous place as determined by the GM.
11	Those adjacent to the Shaper reduce their Speed by 1 for 8 hours. If their Speed is 0, they cannot move.
12	The Shaper cannot summon the power to activate powers for eight hours a day. The GM determines what 8 hours they are.
13	Any vehicle or mount the Shaper rides, drives, or is a passenger in/on is difficult to control. Drive Skill Checks take 1 Hardship in these situations.
14	The Shaper grows in size quickly. Add +3 to the Shaper's Size score for 24 hours.
15	The power takes far longer than the Shaper expected. Increase the AP spent on this action to 5.
16	Others that are adjacent to the Shaper cannot hear any sound. This includes the Shaper. The Shaper is not affected by this.
17	The Shaper's armor and clothing becomes brittle. All armor the Shaper is wearing gains the Cheap Quality.
18	The Shaper is perceived by others as a different Ancestry as determined by the GM.
19	The Shaper experiences physical changes as determined by the GM. Their hair turns white, their pupils change in shape, they grow a tail, etc.
20+	No Surge

OTHER MAGIC RULES

There are some rules that apply to magic universally.

FREQUENT USE OF MANIFESTATIONS

The frequent use of Manifestations can be abused, particularly outside of combat. This consists of repeated use for additional mechanical effects that is against the spirit of the rules of duration and potency.

Continuing to wield the same Manifestation multiple times in a short period causes the likelihood of a Surge to increase, and the potency of the Surge to be greater.

Casting or Activating a Manifestation repeatedly causes the caster to use Magic or Powers as if their Focus Skill Rank is 1 less, to a minimum of 0.

If the Spell or Power does Surge, and that Focus Skill Check fails, increase the severity of the Surge Level by one level.

IN COMBAT

In combat, this rule is applied when the same Manifestation is used sequentially, and immediately one after another.

Any action other than the Casting or Activation of the same Manifestation breaks the sequence and no Focus penalty is applied.

OUT OF COMBAT

Out of combat, the timing of repeated use of the Manifestation is not as strict as inside combat. It is suggested that the GM apply this restriction per session, or within some in-character amount of time, such as every 30 minutes.

OPTIONAL: MAGICAL POTENCY

There are several optional rules that can be used to alter how magic works in the setting of your choice. Each type of these can be combined how the GM wishes.

Low-Powered Magic: **For settings where magic is extremely low powered, the GM may use these low-powered magic rules.**

- **Traditional Magic and Powers cannot exceed base level-1 when using Manifestations.**
- **No category is considered a Valid Effect for increasing effect levels.**

Low-Danger Magic: **For settings where magic is not as dangerous, the GM may use these low-danger magic rules.**

- **Traditional Magic and Powers surge less often. Determine Surges as if the caster's Focus were 1 Rank higher than it is, even if that would make it higher than the caster's Fate Attribute.**

High-Powered Magic: **For settings where magic is extremely powerful, the GM may use these high-powered magic rules.**

- **Traditional Magic and Powers gain all level-2 Valid Effects for free. These are now the base level for casting.**
- **When purchasing Powers, players purchase the level-3 Valid Effects instead of level-2 Valid Effects.**

High-Danger Magic: **For settings where magic is extremely dangerous, the GM may use these high-danger magic rules.**

- **Traditional Magic and Powers surge more often. Determine Surges as if the caster's Focus were 1 Rank lower than it is, to a minimum of 0.**

EXAMPLE

A GM may have Low-Powered Magic combined with a High-Danger Magic, Low-Powered Magic with Low-Danger, High-Powered with Low-Danger, etc.

OPTIONAL: NO SURGES

Remove all Surges from the game. The Focus Skill still determines how many Spells, Powers, and Power Levels a character can have.

OPTIONAL: MORE SPELLS & POWERS

When calculating the maximum Spells, Powers, and Power Levels, instead of multiplying Focs by 2, multiply by 3 instead.

MAGICAL MANIFESTATIONS

Magical Manifestations are the guts of Spells and Powers, which both use them to create unique and spectacular effects. Spells are used with Traditional Magic, while Powers are used with Super Powers.

LEARNING MAGIC

A character may learn Manifestations by spending Ability Points or Experience Points to purchase Spells, Powers or Ancestry Traits. All these use the General Ability Category and any type of Ability Point can be used to purchase them. Design your Spell, Power, or Trait based on the rules of the governing Abilities.

ANATOMY OF A MANIFESTATION

A Manifestation is made up of several components. Some of these are not necessary for every Manifestation.

Description

Each Manifestation has a description of what it does.

School

Manifestations have an associated School which will determine what Skill is required to cast or activate it.

MANIFESTATION CATEGORIES

Manifestations have certain categories that make up the entire Spell or Power.

Valid Effects

Valid Effects are the Manifestation Categories that may be enhanced. Each Valid Effect details how they can be enhanced for each Spell Level added.

Potential Valid Effect Categories are: *Potency, Range, Duration,* and *Targets*.

Potency

Potency is what the Manifestation does mechanically.

Base Targets

How many targets the Manifestation can affect simultaneously. Targets can be characters, hexes/units, or objects.

Duration

How long the Manifestation lasts.

Range

The range the Manifestation can reach centered on the caster.

Active Resistance

The Skill used to resist a Manifestation used as a Power. Spells typically cannot be actively resisted. When a Resistance is listed as N/A, the Difficulty of the Manifestation is Challenging.

IN COMBAT, OUT OF COMBAT, AND UNIVERSAL

Each effect may have different use cases based on when the Manifestation is cast or activated. These are:

In Combat

In Combat is defined as any structured event using Offensive and Defensive Actions. This could be actual combat, social combat, etc. This cannot be used Out of Combat.

Out of Combat

Out of Combat is defined as any non-structured time during play. This cannot be used In Combat.

Universal

Can be used both In Combat and Out of Combat.

EXAMPLE

A Manifestation may have an In Combat Range Manifestation Effect of 4 hexes/units, or an Out of Combat Range Manifestation Effect of 100 yards.

ENHANCING SPELL'S VALID EFFECTS

When casting a Spell, a character may add levels to any Valid Effect. Each level added increases the difficulty, and adds one level to the Spell. There is no limit to how many levels can be added to a Spell. Only Valid Effects for the Manifestation in question can be enhanced.

Each level added the difficulty increases by 1 Spell Die.

ENHANCING POWER'S VALID EFFECTS

Powers are enhanced when they are purchased. These are fixed and cannot be enhanced later on except by spending XP on the Power Ability.

TOTAL SPELL EFFECT LEVELS

A Manifestation must include all base levels of each Manifestation. All Manifestation Categories at the base level equals the Level-1 Spell Effect for purposes of calculating Spell Dice and Power cost.

EXAMPLE

Energy Attack

- Base Potency: 5 Other Aspect Damage
- Base Targets: 1 Target
- Base Duration: Instant
- Base Range: Touch

The combination of these base levels must be added to every use of Energy Attack, and forms a Level 1 Spell. If any Valid Effects are enhanced, the Spell Level also increases one level per enhancement. The caster rolls as many Spell Dice as the Spell Level of a casting. Level 1 Spells always include 1 Spell Dice for difficulty. Level 2 Spells use 2 Spell Die, etc.

TOTAL POWER EFFECT LEVELS

When Powers are purchased, all levels of Valid Effects that are enhanced are included are purchased with the Ability. They can never be enhanced on the fly as Spells can. However, by spending Experience Points, additional enhancements can be purchased later on.

The Power may be activated and used on any level lower than the maximum purchased, but they may not be enhanced. Casters that use Powers never roll Spell Dice.

MANIFESTATION LIST

Magical Manifestations make up all Spells and Powers in *Heroes & Hardships*.

ALACRITY

Manifestations that alter movement that are used with the Shape Skill.

ALTER MOVEMENT

You may change the target's Mode of Movement to Burrow, Walk, Fly, or Swim. This manifestation cannot target unwilling characters.

Valid Effects: Increased Duration, Increased Range, Increased Targets

Universal Manifestation

Base Potency: Switch Movement to Burrow, Fly, Walk or Swim. See Modes of Movement for more information.

Base Duration: 5 AP

- Base (Level 1): 5 AP (5 Minutes Out of Combat)
- +5 AP per Level (+30 Minutes Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +2 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 1 (Willing Only)

- Base (Level 1): 1
- +1 Target per Level

Resistance: N/A

HASTEN/DELAY

You can make time almost stand still and act quicker than others around you, or you may cause others to slow significantly.

Valid Effects: Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: Subtract 1 from the AP cost of the Target's next Action to a minimum of 1, or add 1 to the AP cost of the Target's next Action to a maximum of 5.

- Base (Level 1): -1 or +1 AP to Target's next action (Min 1, Max 5)
- -1 or + 1 AP to Target's next action (Min 1, Max 5) per +1 Level

Base Duration: Instant (Next Action Only)

Base Range: Touch

- Base (Level 1): Touch
- +2 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1
- +1 Target per Level

Resistance: Fortitude

LIGHT OF FOOT

You are able to evade any and all impediments to travel and movement.

Valid Effects: Increased Duration, Increased Range, Increased Targets

Universal Manifestation

Base Potency: Ignore all Movement Impediments.

Base Duration: 5 AP

- Base (Level 1): 5 AP (5 Minutes Out of Combat)
- +5 AP per Level (+1 hour Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +2 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1
- +1 Target per Level

Resistance: N/A

PHASE

The caster alters a living creature and allows them to walk through solid objects.

Valid Effects: Increased Duration, Increased Range, Increased Targets

Universal Manifestation

Base Potency: Grants the target the Ancestry Trait: Incorporeal Rank III.

Base Duration: 5 AP

- Base (Level 1): 5 AP (5 Minutes Out of Combat)
- +5 AP per Level (+1 hour Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +2 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1
- +1 Target per Level

Resistance: Fortitude.

PUSH/PULL

The caster manipulates gravitational pull from celestial bodies, or divine energy, to push or pull an object. Objects can be thrown into individuals as well, up to the Size of the caster.

Valid Effects: Increased Potency, Increased Targets, Increased Range

Universal Manifestation

Base Potency: Move an object or character 2 hexes/units. Target suffers a Rank 2 Falling Hazard and is Prone.

- Base (Level 1): Move object/character 2 hexes/units. Suffers a Rank 2 Falling Hazard. Target is Prone. (5 feet Out of Combat)
- +2 hexes/units and +1 Rank of Falling Hazard per +1 Level. (+15 feet Out of Combat)

Base Duration: Instant

Base Range: 2 hexes/units

- Base (Level 1): 2 hexes/units (5 feet Out of Combat)
- +2 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1
- +1 Target per Level

Resistance: N/A (Resist Hazard as Usual)

RUSH

You may dash into an object, doing damage while moving yourself across the battlefield.

Valid Effects: Increased Potency

Universal Manifestation

Base Potency: Move 5 hexes/units and smash into an object/character, doing 5 Bludgeoning damage to that object/character. You must have an unobstructed path to the object/character, or you collide with the first object/character you encounter. You end your movement in the hex/unit occupied by the object/character if it can move, or in front of it if not. Objects/characters that can move do so 1 hex/unit away and are Prone, if they can be.

Object/Character being hit may Dodge or use Base Defense as usual.

The character moving does not Provoke Opportunity Attacks.

- Base (Level 1): +5 hexes/units (15 feet Out of Combat) and 5 Bludgeoning damage. Character/object is Prone if able.
- +2 hexes/units (15 feet Out of Combat) or +5 Bludgeoning damage per +1 Level

Base Duration: Instant

Base Range: Self

Base Targets: 1

Resistance: N/A

SPEED/SLOW

You can slow or quicken a target movement. Characters with a Speed of 0 cannot move.

Valid Effects: Increased Potency, Increased Range

Universal Manifestation

Base Potency: Apply -1 or +1 Speed Score to the Target.

Base Duration: 4 AP

- Base (Level 1): 4 AP (5 Minutes Out of Combat)
- +2 AP per Level (+15 Minutes Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +2 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1
- +1 Target per Level

Resistance: Fortitude

TELEPORTATION

A caster may teleport objects and individuals, willing or not, of a Size equal to or less than the caster from one place to another.

Valid Effects: Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: The target is teleported up to 4 hexes/units away. Targets are not threatened and suffer no Opportunity Attacks as they vanish into thin air and reappear. When teleporting non-willing targets, they cannot be moved to any location that will cause them immediate harm, such as into the sky, into a wall, below ground, etc. Teleported objects and individuals must be able to fully reform without obstruction and cannot be aimed somewhere specifically in that hex/unit.

- Base (Level 1): Teleport object 4 Hexes/Units (100 feet Out of Combat)
- +4 Hexes/Units per +1 Level (+500 feet Out of Combat)

Base Duration: Instant

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (10 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1
- +1 Target per Level

Resistance: Fortitude

COSMOS

Manifestations that create and uses energy fall under Cosmos. Cosmos uses the Harness Skill.

ANTI-MAGIC FIELD

You create an anti-magic field around a certain location that makes casting a Spell or activating a Power impossible.

Valid Effects: Increased Duration, Increased Range, Increased Targets

Universal Manifestation

Base Potency: Anyone attempting to cast a Spell or activate a Power within the anti-magic field automatically fails.

Base Duration: 5 AP

- Base (Level 1): 5 AP (5 Minutes Out of Combat)
- +5 AP per Level (+5 Minutes Out of Combat)

Base Range: 6 hexes/units

- Base (Level 1): 6 hexes/units (30 feet Out of Combat)
- +2 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 4 adjacent hexes/units

- Base (Level 1): 4 adjacent Hexes/units (30 square feet Out of Combat)
- +2 adjacent hexes/units per Level (+15 square feet Out of Combat)

Resistance: N/A

BLACK HOLE

A large orb of total blackness appears and begins to suck anything nearby toward it. Those stuck in the black hole suffer grievous injury.

Valid Effects: Increased Duration, Increased Potency

Universal Manifestation

Base Potency: Any character or object within 2 hexes/units of the black hole are drawn toward it. On that character's turn, they move 1 hex/unit toward the black hole. This does not count as an Action and does not cost AP. The character cannot use any Movement action that would increase the distance from the black hole.

If the character ever shares the same hex/unit as the black hole, they suffer a Rank 4 Pain Hazard. After entering the black hole, a character appears 1 hex/unit outside the effect of the Manifestation farthest away from the nearest hostile object/character.

- Base (Level 1): 2 hexes/units from target hex/unit (15 feet Out of Combat)
- +2 hexes/units (+15 feet Out of Combat)

Base Duration: 5 AP

- Base (Level 1): 5 AP (5 Minutes Out of Combat)
- +5 AP per Level (+5 Minutes Out of Combat)

Base Range: 10 hexes/units

Base Targets: 1 hex/unit

Resistance: Athletics

BLINDING LIGHT

A magnificent light explodes and potentially blinds those nearby.

Valid Effects: Increased Duration, Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: Apply Weapon Quality Explosive 1 to the spell effect. Apply 1 Rank of Sensory (Sight) Impediments to all impacted characters' Skill Checks. This effect hits all adjacent hexes/units per Explosive 1.

- Base (Level 1): 1 Rank of Sensory (Sight) Impediment. Explosive 1.
- +1 Rank of Sensory (Sight) Impediment per Level

Base Duration: Until after the target's next Skill Check.

- Base (Level 1): Next Skill Check
- Next +1 Skill Checks per Level

Base Range: 4 hexes/units

- Base (Level 1): 4 hexes/units (15 feet Out of Combat)
- +2 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 1 hexes/units

- Base (Level 1): 1 hexes/units
- +1 hexes/units per Level

Resistance: Resilience

BOMB

The caster places a pulsating form of energy that will explode.

Valid Effects: Decreased Duration, Increased Potency, Increased Range

Universal Manifestation

Base Potency: Create a Rank 2 Blast Hazard with Explosive 2. This explodes when the Duration expires.

- Base (Level 1): Rank 2 Blast Hazard with Explosive 2.
- +1 Rank Blast Hazard or +1 to Explosive per Level

Base Duration: 6 AP (Manifestation explodes when Duration expires)

- Base (Level 1): 6 AP (5 minutes Out of Combat)
- -1 AP per Level (-1 Minutes Out of Combat)

Base Range: 4 hexes/units

- Base (Level 1): 4 hexes/units (30 feet Out of Combat)
- +2 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 1 hexes/units

Resistance: N/A (Resist Hazard as Usual)

ENERGY ATTACK

A wave of energy does damage to a target. Energy Attack always strikes the torso.

Valid Effects: Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: 5 Other Damage

- Base (Level 1): 5 Other Damage
- +5 Other Damage per Level

Base Duration: Instant

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1
- +1 Target per Level

Resistance: Dodge

LIGHT

A light source of the caster's design appears and illuminates the immediate area.

Valid Effects: Increased Duration

Universal Manifestation

Base Potency: A light source appears, removing any Sensory (Sight) Impediments due to darkness.

Base Duration: 10 AP

- Base (Level 1): 10 AP (30 minutes Out of Combat)
- +10 AP per Level (+1 hour Out of Combat)

Base Range: Touch

Base Targets: 1

Resistance: N/A

SONIC BOOM

An incredibly loud sound erupts and stuns those nearby.

Valid Effects: Increased Potency, Increased Range

Universal Manifestation

Base Potency: The effect uses Explosive 2 from the targeted hex/unit. Characters immediately take the Delay Action for 1 AP (even out of turn). Those affected take 1 Hardship on their next Skill Check.

- Base (Level 1): 1 AP Delay Action (1 minute Out of Combat)
- +1 AP to the Delay Action per Level (+1 minute Out of Combat)

Base Duration: Instant

Base Range: 4 hexes/units

- Base (Level 1): 4 hexes/units (30 feet Out of Combat)
- +2 hexes/units per Level (+15 feet Out of Combat)

Base Targets: 1

Resistance: Stamina

TEMPEST

Massive energy bolts, lightning strikes, falling boulders, etc, drop from the sky and destroy anything below them.

Valid Effects: Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: The target area is affected by 3 Other Damage. The attack applies the Weapon Quality Explosive 1. This effect hits all adjacent hexes/units per Explosive 1.

- Base (Level 1): Explosive 1. 3 Other Damage
- +1 Other Damage or Explosive +1 per Level

Base Duration: Instant

Base Range: 4 hexes/units

- Base (Level 1): 4 hexes/units (30 feet Out of Combat)
- +2 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 hex/unit
- +1 hex/unit per Level

Resistance: Dodge

DIVINATION

These are Manifestations that allow the caster to gather knowledge and change the future. Divination uses the Psyche Skill.

ASTRAL PROJECTION

You may project an image of the target that copies their actions perfectly. The copy can speak, has the same senses as the target, but cannot be harmed and is incorporeal. This projection appears real.

Valid Effects: Increased Duration, Increased Potency

Out of Combat Manifestation

Base Potency: You project a copy of the target in any known location up to 1 mile away.

- Base (Level 1): Project a copy of the target up to 1 mile away
- +5 miles per Level

Base Duration: 5 minutes

- Base (Level 1): 5 minutes
- +15 minutes per Level

Base Range: Touch

Base Targets: 1 Location

Resistance: Perception

AUGURY

Looking into the future in order to help shape the present is a method of power for those knowledgeable in the school of Divination.

Valid Effects: Increased Potency

Universal Manifestation

Base Potency: Gain +1 Fate Point (Not Fate Score) that lasts until the end of the session. Each time you use this Manifestation during a session, it is considered a Frequent Use of a Manifestation.

- Base (Level 1): +1 Fate Point
- +1 Fate Point per Level

Base Duration: 1 Session

Base Range: Self Only

Base Targets: 1

Resistance: N/A

DETECTION

You can detect those attempting to sneak up on you, via ambush or otherwise.

Valid Effects: Increased Duration

Out of Combat Manifestation

Base Potency: Any time a character attempts to use Stealth or Thievery Skill Checks, they automatically fail and you are alerted mentally of the general location of the threat.

Base Duration: 8 Hours

- Base (Level 1): 8 Hours
- +8 Hours per Level

Base Range: Self Only

Base Targets: 1

Resistance: N/A

POLYGOT

You can read, write, and speak any language you know exists. You quickly understand new languages you encounter.

Valid Effects: Increased Duration

Out of Combat Manifestation

Base Potency: You can read, write, and speak any language.

Base Duration: 1 day

- Base (Level 1): 1 day
- +1 day per Level

Base Range: Touch

Base Targets: 1

Resistance: N/A

REFLEXIVE FUTURE

You see things before they happen which allows you to act quickly and properly.

Valid Effects: Increased Potency

Universal Manifestation

Base Potency: Your next Skill Check gains 1 Benefit.

- Base (Level 1): +1 Benefit on next Skill Check. You gain some knowledge of things happening around you that are purposefully or accidentally hidden from you.
- +1 Benefit on next Skill Check per Level. More details learned about your situation per Level.

Base Duration: Instant

Base Range: Touch

Base Targets: 1

Resistance: N/A

RETRO COGNITION

You are able to get glimpses into the past about a target while in the presence of whatever your target is.

Valid Effects: Increased Potency

Out of Combat Manifestation

Base Potency: You may see into the past. This allows you to gain direct information about the target. The GM must answer 1 Question about the Target's past.

- Base (Level 1): Answer 1 Question about the Target's past
- Answer +1 Question about the Target's past per Level

Base Duration: Instant

Base Range: Touch

Base Targets: 1

Resistance: Fortitude

SCRY

You may determine the location and activities of individuals that you are aware of and can picture in your mind.

Valid Effects: Increased Potency, Increased Range

Out of Combat Manifestation

Base Potency: You may determine the general whereabouts of any named individual.

- Base (Level 1): You determine the general whereabouts of an individual.
- You learn greater details of the location, and activities, of individuals up to actually being able to view their actions in their precise location. The specifics of required levels of potency are at the GM's discretion.

Base Duration: 15 Minutes

Base Range: 1 Mile Radius

- Base (Level 1): 1 Mile Radius
- +5 miles per Level

Base Targets: 1

Resistance: Fortitude

TRUE SENSE

You are able to break through anything obscuring your senses.

Valid Effects: Increased Duration, Increased Potency

Universal Manifestation

Base Potency: When attempting to use a sense that is impeded by a Sensory Impediment, lower the Impediment level by 1.

- Base (Level 1): 1 Level of Sensory Impediments
- -1 Level of Sensory Impediments per Level

Base Duration: 5 AP

- Base (Level 1): 5 AP (30 minutes Out of Combat)
- +5 AP per Level (+30 minutes Out of Combat)

Base Range: Touch

Base Targets: 1

Resistance: N/A

FORCE

These are Manifestations that specialize in defensive magics. Force uses the Harness Skill.

CIRCLE OF PROTECTION

The target is surrounded by a dangerous energy field that harms anyone that comes near.

Valid Effects: Increased Duration, Increased Potency, Increased Range

Universal Manifestation

Base Potency: An energy ring surrounds the target and projects a dangerous energy field outward from the target 1 hex/unit from its circle. This ring occupies all hexes/units surrounding the target. Those that come into contact with the circle suffer a Rank 4 Persistent Fire Hazard (Other Damage, Resistance: Acrobatics). Those within the circle's energy field suffer a Rank 2 Persistent Fire Hazard.

- Base (Level 1): Circle's Energy Field is a Rank 2 Persistent Fire Hazard.
- +1 Rank per Level

Base Duration: 3 AP

- Base (Level 1): 3 AP (5 minutes Out of Combat)
- +3 AP per Level (+5 minutes Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +4 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 1

Resistance: N/A (Resist Hazard as Usual)

DOUBLE IMAGE

The target's body shimmers and phases as multiple copies of the target appear.

Valid Effects: Increased Duration, Increased Potency, Increased Range

Universal Manifestation

Base Potency: A duplicate copy of the target appears in the same location as the first. Any attacks gain 1 Hardship per duplicate. If the attack hits, all duplicates disappear. If the attack misses, one of the duplicates disappears as it is hit and destroyed. This lowers the Hardships imposed by this Manifestation by 1.

- Base (Level 1): 1 duplicate/Hardships against all physical attacks.
- +1 duplicate/Hardship per Level

Base Duration: 5 AP

- Base (Level 1): 5 AP (15 minutes Out of Combat)
- +5 AP per Level (+15 minutes Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +2 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 1

Resistance: N/A

GLYPH

Place an invisible glyph on an object or area which does unexpected damage to those that interact with it.

Valid Effects: Increased Duration, Increased Potency, Increased Range

Universal Manifestation

Base Potency: The Glyph is a Rank 3 Blast Hazard every time a character comes into contact with it.

- Base (Level 1): Rank 3 Blast Hazard
- +1 Rank per Level

Base Duration: 3 AP

- Base (Level 1): 3 AP (5 minutes Out of Combat)
- +3 AP per Level (+5 minutes Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +2 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 1

Resistance: N/A (Resist Hazard as Usual)

MAGICAL SHIELD

A thin layer of translucent energy wraps your body to grant you otherworldly armor.

Valid Effects: Increased Duration, Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: You receive 5 AR to all Aspects

- Base (Level 1): 5 AR to all Aspects
- +5 AR to all Aspects per Level

Base Duration: 3 AP

- Base (Level 1): 3 AP (5 minutes Out of Combat)
- +3 AP per Level (+5 minutes Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +2 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: N/A

MAGICAL WARD

You increase your resistance to magic and powers.

Valid Effects: Increased Duration, Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: You add +5 to your Magic Defense Score.

- Base (Level 1): +5 Magic Defense
- +5 Magic Defense per Level

Base Duration: 5 AP

- Base (Level 1): 5 AP (30 minutes Out of Combat)
- +5 AP per Level (+30 minutes Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +2 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: N/A

REDIRECT

You redirect attacks aimed at a target to another valid target of the attack.

Valid Effects: Increased Range

Universal Manifestation

Base Potency: When a character takes a physical attack, you may redirect that attack to another target in range. The attack is then resolved as normal. The target must normally be a valid Defender for the original attack.

The target in this section is where you divert the attack, not the target of the spell as in Base Targets.

Base Duration: Instant (Next time targeted)

Base Range: Touch

- Base (Level 1): Touch
- +2 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 1

Resistance: N/A

Retaliation

You are surrounded by a volatile field that will injury anyone that strikes you.

Valid Effects: Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: When struck by a melee attack with a TSV of 0+, the Attacker is hit by an attack of BSV equal to the Harness Skill Check of this Manifestation. The damage Aspect is Other, but with no Post-Roll Modifier for damage.

The Attacker cannot dodge or parry, and the Attacker uses Magical Defense to evade or mitigate the Retaliation.

- Base (Level 1): BSV equal to Harness Skill Check, 0 Post-Roll Damage.
- +4 Post-Roll Damage per Level

Base Duration: Next Attack that equals TSV 0+

Base Range: Touch

- Base (Level 1): Touch
- +2 Hexes/Units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target Per Level

Resistance: N/A

Telekinesis

You may move objects with force of will instead of physically.

Valid Effects: Increased Range, Increased Targets

Universal Manifestation

Base Potency: Move any object that an average creature of your species could move with one hand, and which can be freely moved otherwise. Held or affixed objects cannot be moved.

Base Duration: Instant

Base Range: 4 hexes/units

- Base (Level 1): 4 hexes/units (30 feet Out of Combat)
- +4 Hexes/Units per Level (+30 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target Per Level

Resistance: N/A

Mentalism

These are Manifestations that specialize in mental magics. Mentalism uses the Psyche Skill.

Enthrall

The target believes you are their friend and ally.

Valid Effects: Increased Duration, Increased Range

Universal Manifestation

Base Potency: The target sees you as friendly. They will not do you harm unless attacked first. They will not necessarily follow your orders, but are more likely to react positively to you for a long period of time.

Base Duration: 10 AP

- Base (Level 1): 10 AP (1 hour Out of Combat)
- +5 AP per Level (+1 hour Out of Combat)

Base Range: 10 hexes/units

- Base (Level 1): 10 hexes/units (50 feet Out of Combat)
- +5 Hexes/Units per Level (+20 feet Out of Combat)

Base Targets: 1

Resistance: Read Person

Illusion

You may project illusions that others believe as reality.

Valid Effects: Increased Duration, Increased Range

Universal Manifestation

Base Potency: You project a believable illusion of your making. When an illusion is interacted with directly, it disappears for anyone that can see it.

Base Duration: 5 AP

- Base (Level 1): 5 AP (15 minutes Out of Combat)
- +5 AP per Level (+15 minutes Out of Combat)

Base Range: 6 hexes/units

- Base (Level 1): 6 hexes/units (50 feet Out of Combat)
- +2 Hexes/Units per Level (+10 feet Out of Combat)

Base Targets: 1 hex/unit

Resistance: Perception

Mental Attack

Mental powers attack the psyche of the targets, doing terrible mental damage and wounds.

Valid Effects: Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: 5 Other Damage (Mental)

- Base (Level 1): 5 Other Damage
- +5 Other Damage per Level

Base Duration: Instant

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+5 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: Fortitude

Mind Control

You can dominate the mind and will of a person or creature.

Valid Effects: Increased Duration, Increased Range

Universal Manifestation

Base Potency: You can order a character or creature to act in a certain way. Afterwards, they awake confused and unaware of why they did the controlled action. Targets will not harm themselves or allow themselves to be harmed if they are able.

Base Duration: 3 AP

- Base (Level 1): 3 AP (5 minutes Out of Combat)
- +3 AP per Level (+5 minutes Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+5 feet Out of Combat)

Base Targets: 1

Resistance: Fortitude

Panic

You can instill fear into the hearts of your targets, causing them to panic.

Valid Effects: Increased Range, Increased Targets

Universal Manifestation

Base Potency: The target suffers fear and immediately flees. On their next action, the target must take the Run Action and move as far away from the caster as possible. The target will try to avoid any Opportunity Attacks, but will flee regardless of whether they can or not.

Base Duration: Next Action

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: Courage

Telepathy

You can read the minds and thoughts of others.

Valid Effects: Increased Potency, Increased Range

Out of Combat Manifestation

Base Potency: You read the target's surface thoughts. They are unaware of your mind probe. Ultimately, the exact information available to a caster is up to the GM. Use the guidelines below.

- Base (Level 1): You can read surface thoughts.
- Level 2: Complex thoughts currently being processed by target.
- Level 3: Complex thoughts and memories active for the last 24 hours.
- Level 4: Complex long-term thoughts and memories over the last week.
- Level 5: Complex long-term thoughts, memories over the last week, and subconscious thoughts.

Base Duration: 1 Scene

Base Range: Touch

- Base (Level 1): Touch
- +10 feet per Level

Base Targets: 1

Resistance: Fortitude

Sleep

You may render targets unconscious as they fall into a deep, unwakeable, sleep.

Valid Effects: Increased Duration, Increased Range, Increased Targets

Universal Manifestation

Base Potency: You render the target unconscious. This character falls Prone and is Unconscious.

Base Duration: 3 AP

- Base (Level 1): 3 AP (5 minutes Out of Combat)
- +3 AP per Level (+5 minutes Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: Stamina

Whisper

You can send messages to a distant target.

Valid Effects: Increased Duration, Increased Range, Increased Targets

Out of Combat Manifestation

Base Potency: You may send a message to a target, speaking to them with your mind instead of your words.

Base Duration: 5 minutes

- Base (Level 1): 5 minutes
- +5 minutes per Level

Base Range: 50 feet

- Base (Level 1): 50 feet
- +50 feet per Level

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: N/A

Metamorphosis

These are Manifestations that alter the makeup of the target. Metamorphosis uses the Shape Skill.

Astral Weapon

A melee weapon of the caster's choice appears adjacent to the caster. This weapon attacks anything the caster wishes.

Valid Effects: Increased Duration, Increased Potency

Universal Manifestation

Base Potency: The weapon attacks as a Rank 3 Hazard with Other damage. The resistance is the Dodge or Parry/Block actions. Base Defense can also be used. The weapon enters the Combat Track +1 greater than they highest AP total on the Combat Track, and uses the caster's Initiative. Astral Weapons may only perform the Standard Attack Action.

- Base (Level 1): Rank 3 Hazard
- +1 Rank per Level

Base Duration: 3 AP

- Base (Level 1): 3 AP (5 minutes Out of Combat)
- +3 AP per Level (+5 minutes Out of Combat)

Base Range: 1 hex/units (Adjacent)

Base Targets: 1

Resistance: N/A (Resist Hazard as Usual)

DISABLE

You may disable any device from any Technology Era for a limited amount of time.

Valid Effects: Increased Duration, Increased Range, Increased Targets

Universal Manifestation

Base Potency: Technology targeted stops functioning. Spears turn into noodles, guns refuse to fire, power sources stop providing energy, etc.

Base Duration: 5 AP

- Base (Level 1): 5 AP (5 minutes Out of Combat)
- +5 AP per Level (+5 minutes Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+10 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: Fortitude

ENCHANT

You grant an item magical gifts.

Valid Effects: Increased Duration, Increased Range, Increased Targets

Universal Manifestation

Base Potency: Add any Level-1 Equipment Effect to an item.

Base Duration: 5 AP

- Base (Level 1): 5 AP (15 minutes Out of Combat)
- +5 AP per Level (+15 minutes Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+10 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: N/A

INVISIBILITY

You fade from view and are very difficult to see.

Valid Effects: Increased Duration, Increased Range, Increased Targets

Universal Manifestation

Base Potency: You become invisible to everyone around you. Invisible targets are considered to give all others 4 Ranks of Sensory Impediments for all senses (in relation to detecting the target). Targets' action that are Attacks, Spells, or that interact with physical objects immediately end the Manifestation Effect.

Base Duration: 5 AP

- Base (Level 1): 5 AP (15 minutes Out of Combat)
- +5 AP per Level (+15 minutes Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+10 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: N/A

TRANSMUTATION

Targets of this spell are granted unnatural boons or banes to their Attributes. They may be made stronger, weaker, smarter, dumber, etc. Attributes can be lowered to a minimum of 1.

Valid Effects: Increased Duration, Increased Potency, Increased Range

Universal Manifestation

Base Potency: Increase or decrease one Attribute by +1.

- Base (Level 1): Increase or decrease one Attribute by +1
- Increase or decrease one Attribute by +1 per Level

Base Duration: 4 AP

- Base (Level 1): 4 AP (5 minutes Out of Combat)
- +4 AP per Level (+5 minutes Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+10 feet Out of Combat)

Base Targets: 1

Resistance: Resilience

POLYMORPH

You can change your shape into various animals, but keep your mental faculties.

Valid Effects: Increased Duration, Increased Range, Increased Targets

Universal Manifestation

Base Potency: You gain the Ancestry Trait Polymorph at Level-1. Use the casting or activating of this Manifestation instead of the Interact Action.

Base Duration: 10 AP

- Base (Level 1): 10 AP (30 minutes Out of Combat)
- +5 AP per Level (+15 minutes Out of Combat)

Base Range: Touch

Base Targets: 1

Resistance: Fortitude

SHRINK/GROW

You may alter the size of an object or character.

Valid Effects: Increased Duration, Increased Potency, Increased Range

Universal Manifestation

Base Potency: Alter the Size score of the target by +1 or -1. Size 1 creatures granted a -1 gain the Small Ancestry Trait at Level 1.

- Base (Level 1): +1 or -1 Size Score
- +1 or -1 Size Score per Level

Base Duration: 5 AP

- Base (Level 1): 5 AP (15 minutes Out of Combat)
- +5 AP per Level (+15 minutes Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: Fortitude

SUMMON

Duplications of creatures, people, monsters, etc. are summoned at the whim of the caster. These creatures have no free will and are not individuals. When defeated or when the spell expires, summoned entities disappear from existence.

Summoned creatures use the caster's Initiative, are added to the Combat Track at the caster's AP +1, and materialize adjacent to the caster.

Valid Effects: Increased Duration, Increased Potency

Universal Manifestation

Base Potency: Summon 3 Minions or 1 Rank 3 Mob

- Base (Level 1): 3 Minions or 1 Rank 3 Mob
- +1 Rank 5 Mob per 1 Level, +1 Foe per 2 Levels

Base Duration: 5 AP

- Base (Level 1): 5 AP (15 minutes Out of Combat)
- +5 AP per Level (+15 minutes Out of Combat)

Base Range: Adjacent

Base Targets: 1 hex/unit (Adjacent)

Resistance: N/A

NATURE

These are Manifestations that work with nature in various ways.

BESTIAL RAGE

The target falls into a rage as if a ferocious beast, ignoring wounds and injuries.

Valid Effects: Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: Ignore 1 Wound Hardship and all Injuries.

- Base (Level 1): Ignore 1 Wound Hardship and all Injuries
- Ignore +1 Wound Hardships per Level

Base Duration: Next Skill Check

- Base (Level 1): Next Skill Check
- +1 Skill Check per Level

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: N/A

EARTHEN SPIKES

Spikes jut out of the earth and into the legs of the target.

Valid Effects: Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: 3 Piercing damage and the target is knocked Prone. The damage is always to the Legs. Determine if left or right as usual.

- Base (Level 1): 3 Piercing damage and knocked Prone.
- +3 Piercing damage per Level

Base Duration: Instant

Base Range: 2 hexes/units

- Base (Level 1): 2 hexes/units (15 feet Out of Character)
- +2 hexes/units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: Dodge

EARTHQUAKE

The earth tears open and rips holes in the ground, shaking the nearby area violently.

Valid Effects: Increased Potency, Increased Range

Universal Manifestation

Base Potency: This effect opens the earth at the target 3 hexes/units deep. Add Explosive 2 that begins from the edge of any affected hex/unit. Any character within the Explosive 2 effect is knocked Prone. Characters beneath the earthquake effect fall, suffering a Falling Hazard Rank equal to hexes/units fallen. Falling characters that land are always Prone.

Those that successfully resist the Hazard must move to the edge of the earthquake, but are Prone as they dive aside.

- Base (Level 1): A hole opens 3 hexes/units deep. This effect is Explosive 2, and anyone in the area of effect is knocked Prone. Rank 3 Falling Hazard.
- +1 hex/units deep or +1 Explosive per Level

Base Duration: Instant

Base Range: 6 hexes/units (100 feet out of Character)

- Base (Level 1): 6 hexes/units
- +2 hexes/units per Level (+50 feet Out of Combat)

Base Targets: 1

Resistance: N/A (Resist Hazard as Usual)

ENTANGLE

The caster creates or manipulates something into growing around the target and entangling it.

Valid Effects: Increased Duration, Increased Range, Increased Targets

Universal Manifestation

Base Potency: The target is a Defensive Grappler for the duration of the Manifestation or until they break free. They may attempt to use the Grapple Action to break free against the Levels of Success of the original Skill Check. The caster does not need to actively maintain the spell.

Base Duration: 5 AP

- Base (Level 1): 5 AP (5 minutes Out of Combat)
- +5 AP per Level (+5 minutes Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: Dodge

FOOD & WATER

The caster can summon edible food and water.

Valid Effects: Increased Potency

Out of Combat Manifestation

Base Potency: Summon food and water enough for one meal for one person.

- Base (Level 1): Summon food and water for one person for one meal.
- Summon food and water for +1 person per Level.

Base Duration: Instant

Base Range: Touch

Base Targets: 1

Resistance: N/A

IMPASSABLE TERRAIN

You can create difficult and impassable terrain.

Valid Effects: Increased Duration, Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: Create 1 Rank of Movement Impediments.

- Base (Level 1): Create 1 Rank of Movement Impediments.
- +1 Rank of Movement Impediments per Level.

Base Duration: 10 AP

- Base (Level 1): 10 AP (30 minutes Out of Combat)
- +5 AP per Level (+30 minutes Out of Combat)

Base Range: 6 hexes/units

- Base (Level 1): 6 hexes/unites (100 feet Out of Combat)
- +2 hexes/units per Level (+50 feet Out of Combat)

Base Targets: 2 adjacent hexes/units

- Base (Level 1): 2 adjacent hexes/units (15 square feet)
- +2 additional adjacent hexes/units per Level (+15 square feet)

Resistance: Acrobatics

POISON CLOUD

A plume of toxic air fills the air around the target.

Valid Effects: Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: Create a Rank 2 Persistent Poison Hazard around the target. Add Explosive 1 to the Manifestation.

- Base (Level 1): Create a Rank 2 Persistent Poison Hazard with Explosive 1.
- +1 to the Hazard Rank or +1 to the Explosive quality per Level

Base Duration: Per Hazard

Base Range: 6 hexes/units

- Base (Level 1): 6 hexes/unites (100 feet Out of Combat)
- +2 hexes/units per Level (+50 feet Out of Combat)

Base Targets: 2 adjacent hexes/units

- Base (Level 1): 2 adjacent hexes/units (15 square feet)
- +2 additional adjacent hexes/units per Level (+15 square feet)

Resistance: N/A (Resist Hazard as Usual)

Speak to Animals

You may speak and understand animals, even if they are not sentient.

Valid Effects: Increased Duration, Increased Targets

Out of Combat Manifestation

Base Potency: You may hold a 'conversation' with any animal, understanding their motivations, instincts, etc.

Base Duration: 15 minutes

- Base (Level 1): 15 minutes
- +1 hour per Level

Base Range: Hearing range

Base Targets: 1 Target

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: N/A

Soul

These are Manifestations that alter the life force of the target, for good or ill.

Branded for Death

When a target is struck by anything that would do damage the wound is more severe than normal.

Valid Effects: Increased Duration, Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: When the target suffers damage of any kind, add 4 damage to the Post-Roll Modifier. This cannot be soaked.

- Base (Level 1): Add 4 to the Post-Roll Modifier of any damage received.
- +4 damage per Level

Base Duration: Next Attack against target with a TSV of 0+

- Base (Level 1): Next Attack against target with a TSV of 0+ (15 minutes Out of Combat)
- +1 Attack per Level (+15 minutes per Level)

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+15 feet Out of Character)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: Fortitude

Curse

You jinx a character by throwing a curse onto them.

Valid Effects: Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: Adds 1 Hardship to the target's Skill Check.

- Base (Level 1): 1 Hardship to next Skill Check
- +1 Hardship per Level

Base Duration: Next Skill Check

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: Fortitude

Exorcism

You can destroy undead with the power of your magic.

Valid Effects: Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: 10 Other damage to creatures with the Undead Descriptor of Ancestry.

- Base (Level 1): 10 Other damage to Undead.
- +10 Other damage to Undead per Level

Base Duration: Instant

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: Resilience

Heal

A caster can heal injuries and lessen the severity of wounds in combat.

Valid Effects: Increased Potency, Increased Range, Increased Targets

Universal Manifestation

Base Potency: Heal 1 Injury

- Base (Level 1): Heal 1 Injury.
- Heal +1 Injury or convert 1 Wound Hardship to 1 Injury per Level

Base Duration: Instant

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: N/A

Life Transfer

You are able to transfer life forces to and from different characters.

Valid Effects: Increased Duration, Increased Potency, Increased Range

In Combat Manifestation

Base Potency: Create 1 Injury on a target and add 5 to another character's Wound Level for the Duration of the spell.

- Base (Level 1): 1 Injury for +5 WL.
- +1 Injury for +5 WL per +1 Level

Base Duration: 3 AP

- Base (Level 1): 3 AP
- +3 AP per Level

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+15 feet Out of Combat)

Base Targets: 1

Resistance: Fortitude

Raise Dead

You raise the dead to do your bidding.

Valid Effects: Increased Duration, Increased Range, Increased Targets

Universal Manifestation

Base Potency: Give any dead creature the Undead Descriptor. These Undead are not sentient, but can be commanded on their turn as a Free Action. They obey completely and without hesitation.

Dead creatures must be within your general area. When raised, they are Prone, share your Initiative, and are placed on the Combat Track at your AP total +1.

Base Duration: 10 AP

- Base (Level 1): 10 AP (1 hour Out of Combat)
- +5 AP per Level (+1 hour Out of Combat)

Base Range: Touch

- Base (Level 1): Touch
- +4 hexes/units per Level (+30 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: N/A

Rend

You turn minor injuries into terrible wounds.

Valid Effects: Increased Range, Increased Targets

Universal Manifestation

Base Potency: You convert 2 Injuries into 1 Wound with a Level of Success equal to the TSV of the casting or activation of this Manifestation. If the target does not have 2 Injuries, this Manifestation automatically fails.

If the Levels of Success are below the WL of the target, increase the Levels of Success to equal the WL.

Base Duration: Instant

Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+15 feet Out of Combat)

Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: Resilience

Revive

You may waken unconscious, but alive, characters regardless of how they became so.

Valid Effects: Increased Range, Increased Targets

Universal Manifestation

Base Potency: Automatically revive an unconscious character.

Base Duration: Instant

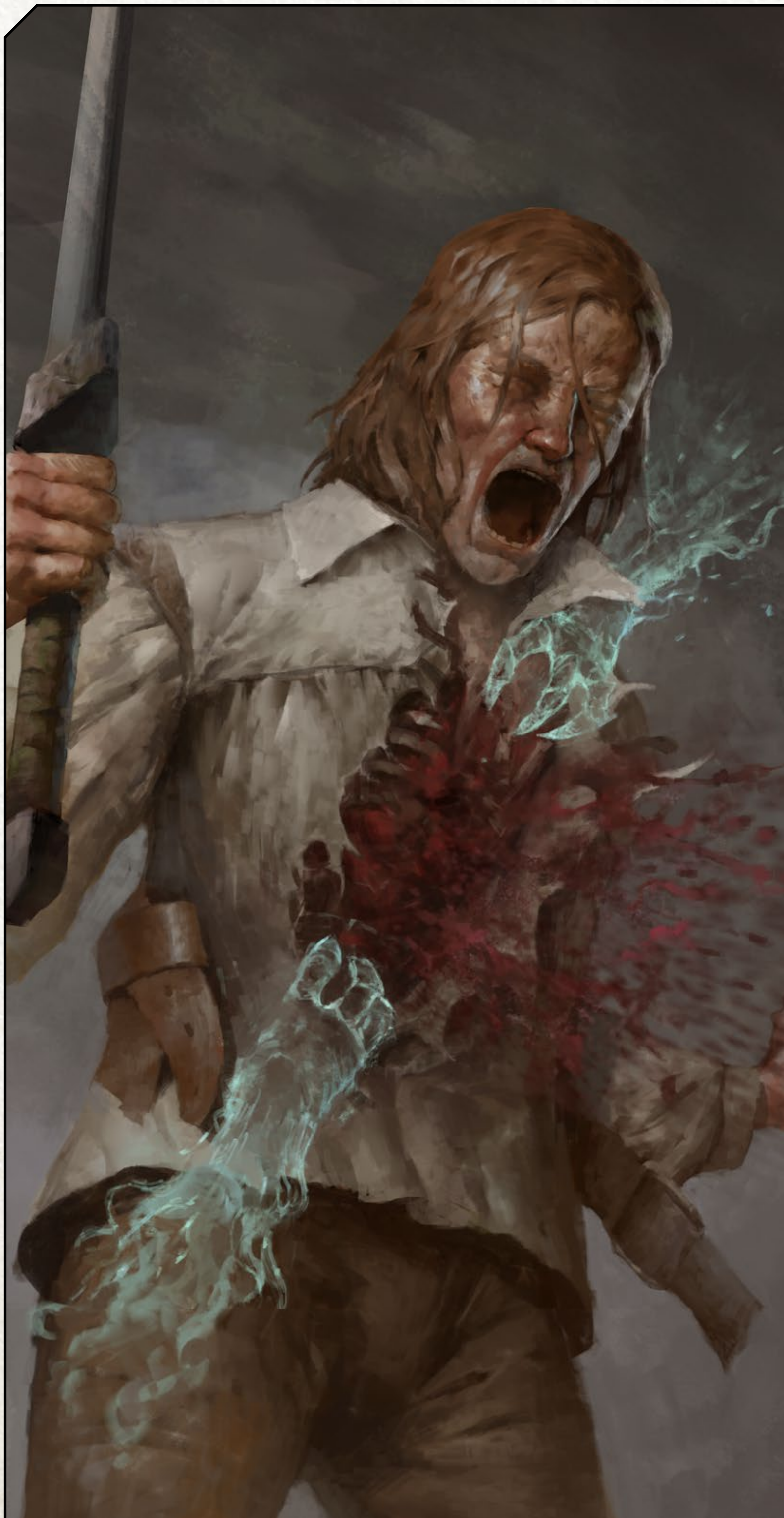
Base Range: Touch

- Base (Level 1): Touch
- +2 hexes/units per Level (+15 feet Out of Combat)

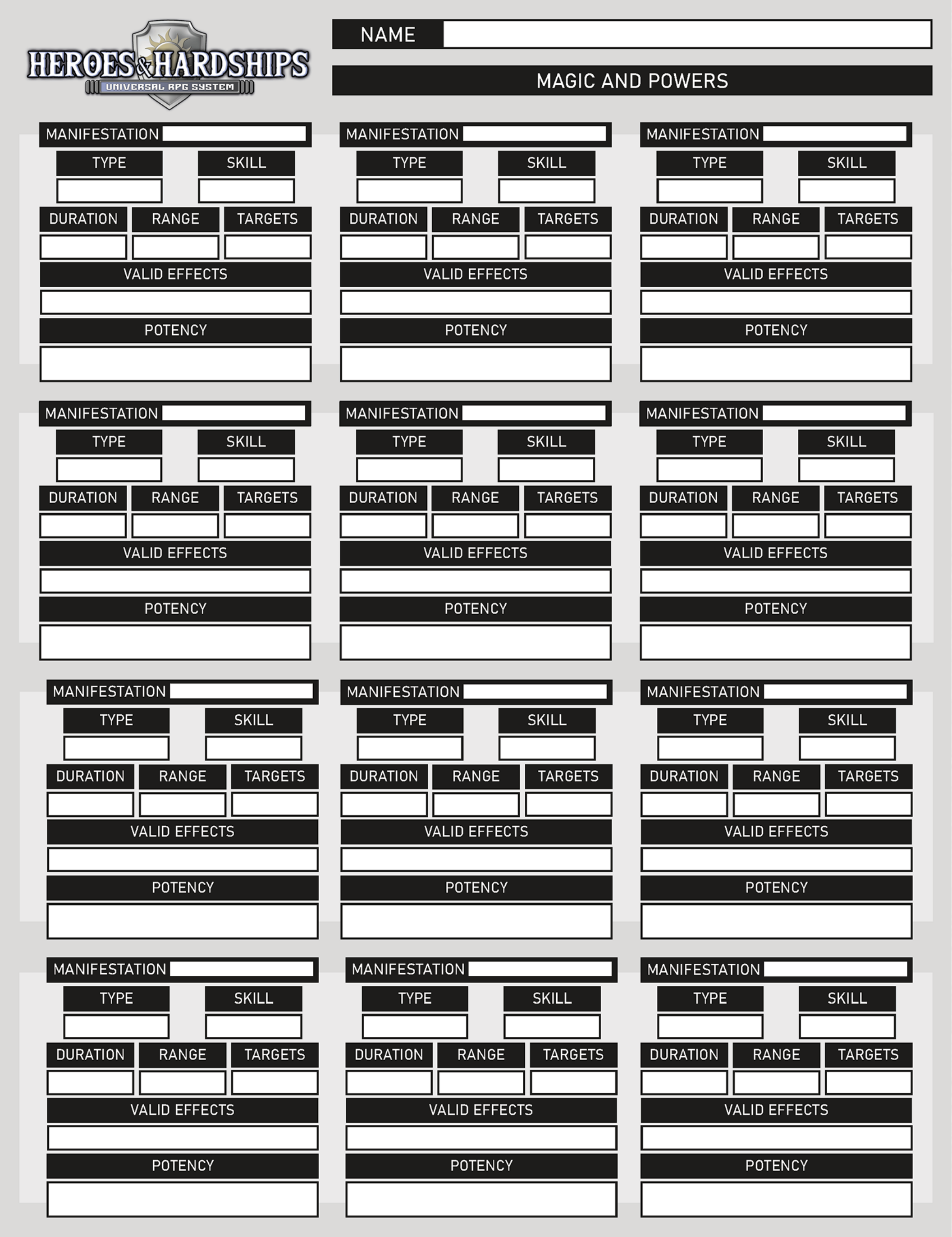
Base Targets: 1

- Base (Level 1): 1 Target
- +1 Target per Level

Resistance: N/A



Character Sheet Explained (Page 3)



HEROES & HARDSHIPS
UNIVERSAL RPG SYSTEM

NAME

MAGIC AND POWERS

MANIFESTATION
TYPE SKILL
DURATION RANGE TARGETS
VALID EFFECTS
POTENCY

MANIFESTATION
TYPE SKILL
DURATION RANGE TARGETS
VALID EFFECTS
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MANIFESTATION
TYPE SKILL
DURATION RANGE TARGETS
VALID EFFECTS
POTENCY

Manifestations

This page lists all Manifestations a character can use. This includes all parts of a Manifestation that need tracked. The player can list rote Spells and Powers, or all options for Spells for valid effects a Manifestation might have.

EQUIPMENT

Equipment is vital for many different circumstances. From battle to fixing a wagon wheel, characters need tools to ply their trade. There are five types of equipment categories in *Heroes & Hardships*. They are Ammunition, Armor, Consumables, Gear, and Weapons.

Equipment that does not have a mechanical effect may be purchased or given at the GM's leisure for roleplay purposes. A character might have a sleeping bag and tent that they can use, but there would be no mechanical effect by using it. GMs should feel free to be as detailed as they like with such items.

Optional: "Counting Coppers"

If the cost of this type of equipment is important the GM may attach a cost to these items. In this scenario, the GM should assign a Currency Point cost they think best. Automobiles might cost dozens of CP, but a wrench set wouldn't cost more than 1 CP.

Technology Eras

Every piece of equipment has a Technology Era.

In *Heroes & Hardships* there are three Technology Eras. These are not meant to fall under exact dates, but are a generalization of the time in which they exist and are effective.

The setting will decide what equipment is available, but these are guidelines for the classifications of each weapon, regardless of whether it exists in your setting or not.

All Technology Eras are generalizations, and there may be some overlap between these eras. The main function of these Technology Eras is when using equipment from one Technology Era in a different Technology Era. This often happens in time-traveling games.

Medieval

Medieval equipment is available in settings that pre-date modern firearms and technology. This Technology Era includes muzzle loading gunpowder weapons, swords, bows, and other such equipment.

Modern

Modern equipment is available in settings with similar technologies as are seen between the late 19th century and the mid-21st century. Automatic pistols, sniper rifles, stun batons, bullet proof vests are all suitable in this era.

Futuristic

Futuristic equipment includes any setting with technology that does not exist by the 21st century. Laser guns and swords, personal shield generators, and needle guns are examples of equipment from this era.

Interaction of Technology Eras

When mixing weapons and armor from different Technology Eras there are special rules. When comparing Weapons and Armor from the same Technology Era, all Aspects are applied as normal.

Weapons

Weapons from all Technology Eras do full Aspect Damage to all other Technology Eras.

ARMOR

Futuristic armor grants the armor's full listed Armor Reduction against weapons from all Technology Eras.

Modern armor grants the armor's full listed Armor Reduction against weapons from the Modern and Medieval Technology Eras. Armor Reduction against Futuristic weapons is halved to a minimum of 1.

Medieval armor grants the armor's full listed Armor Reduction against weapons from the Medieval Technology Era, but is halved against Modern weapons to a minimum of 1. Medieval Armor has no effect against Futuristic weapons.

OPTIONAL: PARRYING/BLOCKING

The GM may apply special rules for blocking and parrying weapons of dissimilar Technology Eras. When a block or parry is successful, the attack has been thwarted as usual. However the older weapon used to block or parry may be damaged or destroyed.

Futuristic weapons can block or parry any Technology Era.
Modern weapons can block or parry Modern or Medieval weapons. When a Modern weapon successfully blocks or parries a Futuristic weapon, roll a 1d10, on a 1 the Modern weapon is destroyed.

Medieval weapons can block or parry other Medieval weapons. When a Medieval weapon successfully blocks or parries a Modern weapon, roll a 1d10, on a 1 the Medieval weapon is destroyed. Medieval weapons that block or parry a Futuristic weapon are destroyed immediately.

OPTIONAL: THE OTHER ASPECT

The GM may decide the Other Aspect works differently than other Aspects. Armor with the Other Aspect is not affected by the interaction of Technology Eras as described above. If Medieval or Modern Armor have points in their Other Aspects, they use their full Armor Reduction against any Technology Era. This is primarily because the Other Aspect is often magical or powered, and the laws of science do not apply.

If Other Aspect damage occurs from a Weapon or Consumable, it is applied as normal, regardless of any interaction of Technology Eras.

WEAPONS

Weapons are tools made to kill, maim, and injure others. The weapons found here are meant to give a large selection to choose from, but will never be an exhaustive list of what a GM or player may desire. These weapons are not specific to any setting equivalents, and are listed by type instead of model.

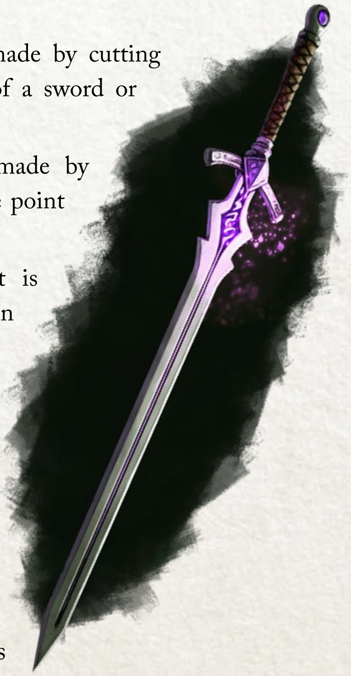
Weapons are listed by their Technology Era, and then by what Skill the weapon is used with. Some weapons may belong to two or more Skills, such as some thrown weapons. This will be mentioned along with the secondary Skill if applicable.

UNIVERSAL WEAPONS

Some weapons are used universally across Technology Eras and never really change much. An example of such a thing would be a knife. A knife from the Medieval Technology Era works exactly the same as one in the Modern Technology Era. The weapon will only be listed once in the earliest Technology Era to which it belongs.

ASPECTS

Every weapon has four Aspects. These Aspects are Slashing, Piercing, Bludgeoning, and Other. Aspects are the type of damage inflicted. Weapons' Aspects are defined by a number. This number is the Weapon Damage for that, and only that, Aspect. Weapon Damage is added to attack rolls as Post-Roll Modifiers which contribute to the TSV of an attack.



- **Slashing:** Any damage that is made by cutting with an edge such as the edge of a sword or knife.
- **Piercing:** Any damage that is made by stabbing with a point, such as the point of a spear or an arrow.
- **Bludgeoning:** Any damage that is made by impact such as a club or an axe head.
- **Other:** A miscellaneous Aspect used for nontraditional weapons such as magic, fire, etc.

When Weapon Damage is added, it is assumed the attack uses the highest Aspect value the weapon possesses unless the attacking player states otherwise. If there are Aspects with the same value, the player must choose which they want to use.

WEAPON QUALITIES

Weapons may have special rules that are applied to them. These are called Qualities. Weapons must have at least one of several qualities: Ranged, Adaptable, One-Handed, Two-Handed, Hands-Free, or Thrown.

ADAPTABLE

This weapon can be used with either one or two hands. Using the weapon in two hands adds the Attacker's Strength Attribute divided by 2 to Weapon Damage.

CRUSHING

This weapon negates armor's Bludgeoning Aspect by half the Attacker's Strength.

DEFENSIVE X

Add Benefits equal to the value of X to the Parry/Block Action when using this weapon.

EXPLOSIVE X

This weapon hits multiple adjacent hexes/units equal to the value of X, in addition to the original hex/unit where it landed. When calculating Weapon Damage, subtract 5 for the distance of each hex away from the originating hex.

EXAMPLE

Explosive 1 would hit all adjacent hexes to where the explosive landed. Explosive 2 would hit all adjacent hexes to where the explosive landed, as well as all adjacent hexes to those hexes.

GRAPPLE

A successful hit with this weapon results in the target being a Grappled Defender if desired by the Attacker. If the Grapple quality is used, no damage is inflicted upon the target.

HANDS-FREE

This weapon can be used without being held. These devices are typically attached or projected from the wrist, forearm, shoulder, etc.

IMPROVISED

This weapon is not designed for combat, and is not weighted, sharpened, or otherwise constructed optimally. Attacks or defenses with these tools suffer 1 Hardship to their attack and do no Post-Roll modifier for damage.

INACCURATE

This weapon is not accurate and is difficult to use. Take 1 Hardship whenever attacking with this weapon.

LIGHT

This weapon is too small, or does not have a suitable guard, for parrying most attacks. Light weapons can only parry or block attacks using the Hand-to-Hand or Small Blades Skills.

LONG

This ranged weapon does not function well at close range. Firing at adjacent, point blank, or close range incurs 1 Hardship.

MORTAL

This weapon does truly terrible damage and most Defenders struck by this weapon are injured badly. When a character takes a Wound from this weapon, they take an additional Injury.

MOUNTED X

These weapons may only be used while mounted. The mount's Size score must be equal to or greater than the value of X in order to use it.

NO RELOAD

This weapon's reload time is factored into its attacks, and does not require Action Points to reload.

OFF-HANDED

This weapon can be used in an off-hand without penalty.

ONE-HANDED

This weapon can only be used one handed.

PIERCING

This weapon negates armor's Piercing Aspect by half the Attacker's Dexterity.

QUICK

This weapon is easy to draw. Drawing this weapon may be done as a Free Action for 0 AP.

SHIELD X

Shields are a special type of weapon primarily used for defense. Shields grant a Pre-Roll Modifier on any Defensive Action equal to X multiplied by the character's PL. Shields are not penalized for being used with a character's off-hand. The shield-side hand can grip objects, such as the reins of a horse, without penalty.

Weapons with the Shield quality may block ranged attacks with 1 Hardship.

SHORT

This weapon's damage is halved at medium range. This weapon is incapable of hitting any targets at long or extreme range.

SLASHING

This weapon negates armor's Slashing Aspect by half the amount of the user's Agility.

SPREAD

Attacks by this weapon target two adjacent targets simultaneously, by default. Use both targets' Base Defense separately. Both targets take full damage, as if a normal attack.

RANGED

This weapon is designed to be used as a projectile at range.

REACH

This weapon is long and can be used while 1 Unit or Hex away from a target. If a user of a Reach weapon is adjacent to an enemy, the reach weapon suffers 1 Hardship on all actions.

RETURN

This thrown weapon returns to the hand of the Attacker immediately after an unsuccessful attack.

SLOW

This ranged weapon is slow to reload. Use Reload Slow to reload instead of Reload.

STUN X

This weapon can stun whomever it hits. Hit targets must make a Stamina Skill Check against the TSV of the attack or be stunned. Add X AP to the Defender's AP.

THROWN

This weapon may be thrown. The range in hexes for Thrown weapons is the Attacker's Strength score multiplied by 2. The attack may only use the Piercing or Bludgeoning Aspect when thrown.

TWO-HANDED

This weapon can only be used two-handed. You cannot use this weapon with shields or another weapon.

UNWIELDY X

This weapon is awkward and difficult to use. When using this weapon for any purpose, impose 1 Hardship in combat unless the user has a Strength score matching or exceeding the X rating of Unwieldy. Unwieldy weapons also impose a penalty when used with Defensive Actions, regardless of the Strength of the user.

Defensive Actions are penalized 1 Hardship per 2 levels of Unwieldy, rounded up, with a minimum of 1 Hardship.

WEAPON TRAITS

Each weapon has other Traits besides their Aspects and Qualities

AMMUNITION

Not unlike Rate of Fire, Ammunition is an abstraction of how much ammunition a weapon can hold before needing to be reloaded. Ammunition is typically listed as X/Y. X is the current ammunition, and Y is the total ammunition the weapon can hold. Different amounts of ammunition are expended depending on the Rate of Fire. Always deduct the Rate of Fire level from the ammunition.

EXAMPLE

A revolver, which has ROF 1, subtracts one from the total ammunition. A semi-automatic pistol with a ROF subtracts 2 from the ammunition total. A weapon that can be fired in both ROF 1 or ROF 2 modes subtracts the ROF used from the ammunition.

RANGE

Range is the baseline number of hexes or units that define all Range Bands. The range is considered the middle of the Medium Range band. All Range Band calculations are made based on this number.

Range is always an even number.

Rate of Fire (ROF)

Rate of Fire, also known as ROF, is an abstracted term. It represents a general concept of multiple rounds being shot in rapid succession. When a Ranged Weapon does damage, take the Post-Roll damage modifier and multiply it by the ROF. Being shot with a firearm is dangerous enough, but being shot by a semi-automatic or fully-automatic weapon is typically lethal.

Using a weapon with a ROF greater than 1 is not as accurate as a single shot.

- **ROF 2:** Add 1 Hardship to the attack Skill Check.
- **ROF 3:** Add 1 Hardship and a -3 Pre-Roll Modifier to the attack Skill Check.
- **ROF 4:** Add 2 Hardships to the attack Skill Check.
- **ROF 5:** Add 2 Hardships and a -3 Pre-Roll Modifier to the attack Skill Check.

If no ROF of fire is listed, it is assumed to be 1. Some weapons may have multiple Rates of Fire listed. In this case, the player can choose which to use.

Example

Sarge fires her SMG. It has a ROF of 3. All Sarge's Skill Checks with the SMG take 1 Hardship and a -3 Pre-Roll Modifier to his roll. When Sarge hits, the normal Piercing Weapon Damage of 8 is multiplied by the ROF. The SMG's Post-Roll Modifier is 24.

Cost

Cost of all weapons, armor, and gear are measured in Currency Points. Currency Points are an abstraction of whatever monetary system is used in a setting. The higher the Cost, the higher the expense. GMs may determine a relative conversion to money if they so wish.

Optional: Encumbrance

Encumbrance is optional. Encumbrance may be important to your game, and if so, it may be used. Encumbrance uses Encumbrance Points (EP). Each item has a certain amount of Encumbrance Points. Each character may carry an amount of EP up to their Encumbrance Threshold level. Encumbrance Threshold is (Endurance + Stamina) x 10.

If a character has EP greater than their Encumbrance Threshold, they take 1 Hardship to all actions. For every 10 EP they are over their Encumbrance Threshold, they take an additional Hardship.

Combining Weapons

Ranged and Melee weapons can be combined in some cases. The GM should ultimately decide what is reasonable. Combining a knife and a rifle would create a bayonet, for instance.

When doing so, adhere to the following rules:

- Use the largest handedness Quality of the weapon between the two, with the order as follows, largest to smallest: Two-Handed, Adaptable, One-Handed, and Hands-Free.
- Add 1 Currency Point to the total of combined weapons.
- Qualities and Aspects only impact the use of the weapon in its original state.

Example

A rifle and scimitar hybrid that now has Slashing only applies this Quality when making melee attacks. The Slashing Aspect is also only for melee attacks.

Parrying with Ranged Weapons

Some weapons with the Ranged quality can be used to parry or attack. These are considered having the Improvised quality when used in this way. Determining what Ranged weapons can be Improvised is determined by the GM.

Example

A soldier may use his rifle to parry a bayonet stab. To do so, he makes a Hand-to-Hand roll with 1 Hardship against the attack. He may strike back with the butt of the weapon, making a Hand-to-Hand Skill Check against his enemy. This attack takes 1 Hardship. In this same example, if the soldier had a pistol, it would not make much sense to use the weapon to parry.

WEAPON LIST

Weapons are listed by their Technology Era followed by the Skill that they use.

MEDIEVAL WEAPONS

AXES

WEAPON	SLASHING	PIERCING	BLUD-GEONING	OTHER	COST	ENC	QUALITIES
Hatchet	0	0	2	0	1	1	One-Handed, Thrown, Quick
Hand Axe	0	0	3	0	2	1	One-Handed, Thrown
Battle Axe	0	0	4	0	3	2	Adaptable
Long Axe	0	0	8	0	4	4	Two-Handed, Unwieldy 3, Mortal

BLUDGEONS

WEAPON	SLASHING	PIERCING	BLUD-GEONING	OTHER	COST	ENC	QUALITIES
Staff	0	0	1	0	1	1	Two-Handed, Defensive 2
Club	0	0	2	0	1	2	One-Handed
Mace	0	0	3	0	2	2	One-Handed, Crushing
Ball & Chain / Flail	0	0	4	0	3	3	One-Handed, Crushing, Light
Warhammer	0	0	5	0	4	3	One-Handed, Crushing
Maul	0	0	8	0	4	8	Two-Handed, Unwieldy 4, Mortal, Crushing

HAND-TO-HAND

WEAPON	SLASHING	PIERCING	BLUD-GEONING	OTHER	COST	ENC	QUALITIES
Brass Knuckles	0	0	1	0	1	1	One-Handed, Light, Quick
Katar	1	3	0	0	2	2	One-Handed, Light, Piercing, Quick
Garrote	2	0	0	0	1	1	Two-Handed, Light, Mortal, Quick, Grapple

POLEARMS

WEAPON	SLASHING	PIERCING	BLUDGEONING	OTHER	COST	ENC	QUALITIES
Halberd	2	2	8	0	6	6	Two-Handed, Reach, Unwieldy 4, Mortal, Crushing, Grapple
Mancatcher	0	0	0	0	4	6	Two-Handed, Reach, Unwieldy 3, Grapple
Glaive	8	0	0	0	6	6	Two-Handed, Reach, Mortal, Slashing, Unwieldy 3

BOWS

WEAPON	ASPECT	RANGE	ROF	AMMO	COST	ENC	QUALITIES
Short Bow	3p	6	1	*	3	2	Two-Handed, No Reload, Ranged
Bow	4p	8	1	*	4	3	Two-Handed, No Reload, Ranged, Piercing
Longbow	6p	10	1	*	6	4	Two-Handed, No Reload, Ranged, Piercing, Mortal, Unwieldy 3

CROSSBOWS

WEAPON	ASPECT	RANGE	ROF	AMMO	COST	ENC	QUALITIES
Hand Crossbow	4p	6	1	1/1	4	2	One-Handed, Ranged, Piercing, Short
Crossbow	6p	8	1	1/1	5	3	Two-Handed, Ranged, Piercing, Short
Repeating Crossbow	6p	6	2	6/6	8	3	Two-Handed, Ranged, Piercing, Short, Slow

MEDIEVAL GUNS

WEAPON	ASPECT	RANGE	ROF	AMMO	COST	ENC	QUALITIES
Muzzle Loading Pistol	8b	6	1	1/1	8	2	One-Handed, Ranged, Mortal, Slow, Short, Inaccurate
Muzzle Loading Rifle	10b	8	1	1/1	10	3	Two-Handed, Ranged, Mortal, Slow, Inaccurate

SHIELDS

WEAPON	SLASHING	PIERCING	BLUD-GEONING	OTHER	COST	ENC	QUALITIES
Buckler	0	0	0	0	1	1	One-Handed, Defensive 1, Shield 2
Round	0	0	0	0	2	2	One-Handed, Defensive 1, Shield 3
Kite	0	0	0	0	3	3	One-Handed, Defensive 2, Shield 3
Heater	0	0	0	0	4	4	One-Handed, Defensive 2, Shield 4
Tower	0	0	0	0	5	5	One-Handed, Defensive 3, Shield 4, Unwieldy 3

SMALL BLADES

WEAPON	SLASHING	PIERCING	BLUD-GEONING	OTHER	COST	ENC	QUALITIES
Dagger	2	2	0	0	1	1	One-Handed, Light, Thrown, Quick
Stiletto	0	3	0	0	2	1	One-Handed, Light, Piercing, Quick
Short Sword	3	1	0	0	3	2	One-Handed, Quick
Sword Catcher	0	0	0	0	3	1	One-Handed, Defensive 2, Off-Handed, Quick

SPEARS

WEAPON	SLASHING	PIERCING	BLUD-GEONING	OTHER	COST	ENC	QUALITIES
Javelin	0	2	1	0	1	2	One-Handed, Thrown, Piercing
Spear	0	3	1	0	1	2	Adaptable, Thrown, Piercing
Longspear	0	6	1	0	2	4	Two-Handed, Reach, Unwieldy 3
Trident	0	4	1	0	3	3	Adaptable, Thrown, Piercing, Mortal
Lance	0	8	0	0	4	8	Mounted 2, Mortal, Reach

SWORDS

WEAPON	SLASHING	PIERCING	BLUDGEONING	OTHER	COST	ENC	QUALITIES
Longsword	4	2	0	0	3	2	One-Handed, Defensive 1
Scimitar	5	1	0	0	3	2	One-Handed, Slashing
Broadsword	4	1	0	0	2	3	One-Handed
Bastard Sword	4	2	0	0	4	3	Adaptable
Rapier	0	4	0	0	4	2	One-Handed, Defensive 2, Piercing, Quick
Gladius	1	3	0	0	3	2	One-Handed, Piercing, Quick
Falchion	4	1	0	0	4	3	One-Handed, Slashing, Mortal
Greatsword	8	2	0	0	6	6	Two-Handed, Unwieldy 3, Mortal

THROWN ONLY

WEAPON	SLASHING	PIERCING	BLUDGEONING	OTHER	COST	ENC	QUALITIES
Throwing Knife	0	1	0	0	1	1	One-Handed, Thrown, Piercing, Short, Quick
Dart	0	2	0	0	1	1	One-Handed, Thrown, Short, Quick
Boomerang	0	0	2	0	2	1	One-Handed, Thrown, Return, Quick
Bolas	0	0	0	0	1	1	One-Handed, Grapple, Thrown, Quick
Sling	0	0	1b	0	1	1	One-Handed, Thrown, Short

EXOTIC MELEE

WEAPON	SLASHING	PIERCING	BLUDGEONING	OTHER	COST	ENC	QUALITIES
Whip	0	0	2	0	2	1	One-Handed, Light, Grapple, Reach
Net	0	0	0	0	1	3	Two-Handed, Light, Grapple, Thrown

EXOTIC RANGED

WEAPON	ASPECT	RANGE	ROF	AMMO	COST	ENC	QUALITIES
Blowgun	1p	4	1	1/1	2	1	Two-Handed, Ranged, Slow
Slingshot	0b	4	1	1/1	1	1	Two-Handed, Ranged

MODERN WEAPONS

GUNS							
WEAPON	**ASPECT**	**RANGE**	**ROF**	**AMMO**	**COST**	**ENC**	**QUALITIES**
Small Handgun	4p	6	1	1/1	1	1	One-Handed, Ranged, Short, Quick
Revolver	10p	8	1	6/6	2	1	One-Handed, Ranged, Mortal
Semi-Auto Pistol	10p	10	1 or 2	12/12	4	1	One-Handed, Ranged, Mortal
Rifle	12p	12	1	6/6	4	3	Two-Handed, Ranged, Long, Mortal
Shotgun	12p	8	1	2/2	3	3	Two-Handed, Ranged, Spread, Short, Mortal
Full-Auto Sub Machine Gun	8p	10	3	15/15	5	2	Two-Handed, Ranged, Mortal
Semi-Auto Rifle	12p	12	1 or 2	8/8	6	3	Two-Handed, Ranged, Mortal
Full-Auto Machine Gun	10p	12	3	15/15	7	4	Two-Handed, Ranged, Mortal
Sniper Rifle	12p	16	1	3/3	7	4	Two-Handed, Ranged, Mortal, Long

EXOTIC MELEE							
WEAPON	**SLASHING**	**PIERCING**	**BLUDGEONING**	**OTHER**	**COST**	**ENC**	**QUALITIES**
Taser	0	0	0	0	3	1	One-Handed, Light, Stun 2, Reach, Quick

HEAVY WEAPONS							
WEAPON	**ASPECT**	**RANGE**	**ROF**	**AMMO**	**COST**	**ENC**	**QUALITIES**
Bazooka	20o	10	1	1/1	10	8	Two-Handed, Ranged, Slow, Explosive 4, Long, Unwieldy 3
Flamethrower	10o	6	1	3/3	10	8	Two-Handed, Ranged, Slow, Short, Spread, Unwieldy 3
Mounted Machine Gun	5p	10	4	20/20	10	*	Mounted 3, Ranged, Slow, Long
Grenade Launcher	15o	8	1	1/1	6	4	Two-Handed, Ranged, Explosive 3
Sniper Rifle	12p	16	1	3/3	7	4	Two-Handed, Ranged, Mortal, Long

Thrown Only

Weapon	Slashing	Piercing	Bludgeoning	Other	Cost	Enc	Qualities
Grenade	0	0	0	20	2	1	One-Handed, Thrown, Explosive 3, Quick

Shields

Weapon	Slashing	Piercing	Bludgeoning	Other	Cost	Enc	Qualities
Riot Shield	0	0	0	0	2	3	One-Handed, Defensive 2, Shield 3

Futuristic Weapons

Bludgeons

Weapon	Slashing	Piercing	Bludgeoning	Other	Cost	Enc	Qualities
Stun Club	0	0	4	0	3	2	One-Handed, Stun 2
Power Hammer	0	0	10	0	3	4	Two-Handed, Unwieldy 4, Crushing
Electro Staff	0	0	0	4	3	2	Two-Handed, Stun 1, Defensive 2

Crossbows

Weapon	Aspect	Range	ROF	Ammo	Cost	Enc	Qualities
Lightning Crossbow	60	8	1	3/3	4	2	Two-Handed, Ranged, Spread, Stun 1, Reload Slow

Exotic Melee

Weapon	Slashing	Piercing	Bludgeoning	Other	Cost	Enc	Qualities
Electro Whip	0	0	0	4	2	1	One-Handed, Grapple, Reach

GUNS

WEAPON	ASPECT	RANGE	ROF	AMMO	COST	ENC	QUALITIES
Laser Pistol	12o	10	1	6/6	2	1	One-Handed, Ranged, Mortal
Semi-Auto Laser Pistol	10o	12	1 or 2	12/12	4	1	One-Handed, Ranged, Mortal
Wrist Laser	12o	8	1	6/6	4	1	One-Handed, Ranged, Mortal, Hands-Free
Shoulder Mounted Laser	14o	10	2	12/12	8	1	Hands-Free, Ranged, Mortal
Laser Rifle	14o	14	1	6/6	4	3	Two-Handed, Ranged, Mortal
Half Laser Rifle	12o	12	1	6/6	3	2	Two-Handed, Ranged, Mortal
Laser Pattern Spreader	14o	10	1	2/2	3	3	Two-Handed, Ranged, Spread, Short, Mortal
Full-Auto Laser Stub Repeater	8o	12	3	15/15	5	2	Two-Handed, Ranged, Mortal
Semi-Auto Laser Rifle	12o	14	1 or 2	8/8	6	3	Two-Handed, Ranged, Mortal
Full-Auto Laser Repeater	10o	14	3	15/15	7	3	Two-Handed, Ranged, Mortal
Sniper Laser	14o	18	1	3/3	5	4	Two-Handed, Ranged, Mortal, Long
Needle Pistol	12p	8	1	6/6	4	1	One-Handed, Ranged, Piercing
Needle Rifle	14p	10	1	6/6	6	3	Two-Handed, Ranged, Piercing

SMALL BLADES

WEAPON	SLASHING	PIERCING	BLUDGEONING	OTHER	COST	ENC	QUALITIES
Energy Knife	0	0	0	2	1	1	One-Handed, Thrown, Quick

SPEARS

WEAPON	SLASHING	PIERCING	BLUDGEONING	OTHER	COST	ENC	QUALITIES
Light Lance	0	0	0	12	6	3	Two-Handed, Mortal, Reach
Electro Spear	0	4	0	8	4	2	One-Handed, Mortal, Stun 1

SWORDS							
WEAPON	SLASHING	PIERCING	BLUDGEONING	OTHER	COST	ENC	QUALITIES
Laser Sword	0	0	0	12	6	2	One-Handed, Mortal, Quick
Mono Sword	0	0	0	8	4	2	One-Handed, Defensive 1
Power Sword	8	0	0	0	4	2	Adaptable, Mortal, Slashing, Unwieldy 3
Lightning Rapier	0	8	0	0	6	2	One-Handed, Piercing, Defensive 1, Quick

SHIELDS							
WEAPON	SLASHING	PIERCING	BLUDGEONING	OTHER	COST	ENC	QUALITIES
Personal Force Shield	0	0	0	0	4	1	Defensive 2, Shield 2, Hands-Free, Quick

ARMOR

Armor has long had an important role in combat. Armor was particularly useful before gunpowder began to dominate warfare. Armor is broken into three general categories: Medieval, Modern, and Futuristic.

ARMOR REDUCTION

Every piece of armor has four Aspects. These Aspects are Slashing, Piercing, Bludgeoning, and Other. Aspects are the type of damage armor soaks - that is, the damage from a given attack that the armor reduces before that damage is applied to a character. Armor Aspects are defined by a number. This number is called Armor Reduction for that Aspect only. Armor Reduction (AR) is subtracted from attack rolls as Post-Roll Modifiers which contribute to the TSV of an attack. Armor Reduction is only applied if an attack successfully hit.

The amount of damage soaked is reactionary to the attack Aspect used. Armor Reduction may soak the entirety of Weapon Damage and any BAV applied to the attack if the Armor Reduction is greater than the Weapon Damage.

EXAMPLE

Sir John is wearing chainmail and is hit by a slashing attack with a Weapon Damage of 4. The attack's BAV - BDV = 4. The attack's total is 8. The chainmail Armor Reduction is 7 for slashing. The GM subtracts 7 from the total of 8 leaving the TSV of 1.

POWER LEVELS

Add the wearer's Power Level to each Armor Aspect to determine the final Armor Aspect score.

HIT LOCATIONS

Armor can be purchased piecemeal for each hit location. Armor purchased for arms or legs is assumed to cover both arms or both legs. Armors can be mixed and matched this way. Heavy armors that would typically require layering, such as chainmail over a gambeson, are factored into the AR of each piece of armor. Armor cannot be layered otherwise, as it is assumed to be standard practice.

OPTIONAL: ARMS & LEGS SEPARATELY

The cost of purchasing armor for arms and legs can be split, and each arm or leg can be purchased individually. Split the cost of normally purchasing for arms or legs, rounding up if necessary. Doing this will allow a character to be protected on one side, but not the other.

ARMOR QUALITIES

Some armors have Qualities. Armor Qualities work the same as Weapon Qualities. Qualities do not stack between armor locations.

EXAMPLE

John has torso and leg armor that both have the Noisy Quality. He only suffers 1 Hardship to Thievery and Stealth as the Qualities are not stacked.

Cheap

This armor's Cost is halved, to a minimum of 1. After every combat scene where this armor soaked damage, roll a 1d10. On a 1, the armor is damaged beyond repair and can no longer be used. This Quality may be added to any piece of Armor when purchased or created.

Defensive X

Add Benefits equal to the value of X to the Parry/Block Action when wearing this armor. This Quality does not stack with itself if multiple pieces of armor have this Quality; use only the highest level of the Defensive Quality on a worn piece of armor.

Bulky

This armor makes it difficult to move. Suffer Rank 1 Move Impediment. Acrobatics Skill Checks suffer 1 Hardship while wearing armor with this Quality.

Noisy

This armor makes a lot of noise while moving in it. You take 1 Hardship to any Stealth or Thievery Skill Checks while wearing it.

Obscured Senses X [Sight or Hearing]

This head armor impacts the sight or hearing of the wearer. The value of X is the number of Sensory Impediments Ranks caused by wearing the armor. This impacts head armor pieces only.

Reinforced

This armor has been reinforced to stop possible penetration from certain types of weapons. When a piece of armor has Reinforced, the Crushing, Piercing, and Slashing Weapon Qualities are ignored when striking this armor.

Well Made

This armor is more resistant to damage. Add 2 to the armor's Structural Integrity from Sunder attempts. If using Armor Degradation optional rule, this armor is never degraded.

Unwieldy X

This armor is awkward and difficult to use. When wearing this armor, impose 1 Hardship unless the user has a Strength score matching or exceeding the X rating of Unwieldy.

Armor Traits

Armor has Traits that help define what they do. These Traits are listed below.

Armor Reduction

Armor Reduction reduces the total TSV by the score for each weapon Aspect.

Cost

Cost of all weapons, armor, and gear are measured in Currency Points. Currency Points are an abstraction of whatever monetary system is used in a setting. The higher the cost, the higher the expense. GMs may determine a relative conversion to money if they so wish.

Armor's cost listed is per piece. For a full suit, multiply the cost by 4. This includes helmets.

Optional: Armor Degradation

Armor Degradation is an optional rule that may be used if the GM wishes to simulate damage to a piece of armor over time.

Whenever a piece of armor soaks a portion of damage and the remainder is above Armor Aspect's maximum Armor Reduction, reduce the functional Armor Reduction of that Aspect by 1. If using Armor Degradation do not use Sunder rules, including the Sunder Action.

Armor can be repaired with a successful Challenging Craft Skill Check, and 1 Currency Point of Components per point of Aspect lost.

ARMOR LIST

Armor is listed by its Technology Era.

MEDIEVAL ARMOR

ARMOR							
Armor	**Slashing**	**Piercing**	**Bludgeoning**	**Other**	**Cost**	**Enc**	**Qualities**
Padded	5	5	7	0	1	1	
Leather	7	6	5	0	2	1	
Furs	7	7	6	0	1	3	Bulky
Lamellar	8	7	6	0	3	2	
Chain	10	8	6	0	3	2	Noisy
Scale	11	9	6	0	4	2	Noisy
Brigandine	12	10	6	0	5	3	Bulky
Plate	16	11	6	0	6	4	Noisy, Bulky, Unwieldy 3, Obscured Senses 2 [Sight & Hearing]

MODERN ARMOR

ARMOR							
Armor	**Slashing**	**Piercing**	**Bludgeoning**	**Other**	**Cost**	**Enc**	**Qualities**
Kevlar	0	12	0	0	4	2	
Flak Jacket	6	10	6	6	2	3	Obscured Senses 1 [Sight & Hearing]
Riot Gear	6	4	8	0	2	2	

FUTURISTIC ARMOR

ARMOR							
ARMOR	SLASHING	PIERCING	BLUD-GEONING	OTHER	COST	ENC	QUALITIES
Environmental Suit	0	0	0	12	2	6	Slow
Half-Carapace	6	6	6	6	3	2	Noisy
Carapace	12	12	12	12	6	4	Noisy, Reinforced
Projectile Hard Suit	0	20	0	0	4	2	
Personal Forcefield Generator	8	8	8	8	10	1	Defensive 2, Reinforced
Mesh Weave Body Suit	0	0	0	10	2	1	
Power Armor	16	16	16	16	10	6	Noisy, Bulky, Unwieldy 5, Obscured Senses 2 [Sight]

OPTIONAL: SUNDERING OBJECTS

Objects can be broken similarly to how characters are wounded.

Each object, including weapons and armor, has a Structural Integrity value. This is a baseline of how sturdy a structure is. Objects also have a Breaking Point. Attacks upon objects that surpass the Breaking Point cause a Break to the object. Lastly, objects have a Destroyed Threshold which determines when an object is destroyed immediately.

Structural Integrity is similar to Wound Threshold, Breaking Point is similar to Wound Level, and Destroyed Threshold is similar to Mortality Threshold. However, they are calculated differently.

- **Structural Integrity:** All equipment has a Structural Integrity of 2.
- **Breaking Point & Destroyed Threshold:** An object's Breaking Point is equal to its highest Aspect x 5. An object's Destroyed Threshold is the object's Breaking Point x 2.
- **Damaging Objects:** When an attack's Total Success Value is greater than the object's Breaking Point the Object takes 1 Break. If an attack's Total Success Value is greater than then object's Destruction Threshold the object is destroyed immediately.

If the object would take Breaks greater than the Structural Integrity of an object, the object is destroyed.

GEAR

Gear is used to represent miscellaneous items not otherwise specified in *Heroes & Hardships*, and can be almost anything, such as rope, lanterns, flint & steel, etc. *Heroes & Hardships* does not attempt to list every possible item of utility, as there is no way that all possible items players and GMs need and want could be determined here. Instead, Gear is abstracted. If something exists, you can likely use Gear where it does not fit elsewhere. Gear follows the following rules.

Gear gives bonuses to a Skill Check when being used for a specific purpose. Gear should never give a bonus to all Skill Checks a Skill may govern. Gear should also have a Descriptor. When a Skill Check is used in the manner described by the Descriptor, a bonus is given to the Skill Check based on the level of the Gear.

Multiple pieces of Gear cannot be used on the same Skill Check. If multiple pieces of Gear are applicable to the same Skill Check and Descriptor, use the highest-Level Gear available.

EXAMPLE

Silk Rope [Athletics: Climbing] is rope long and strong enough to aid a character with Athletics Skill Checks when climbing. It would not provide a bonus to Athletics Skill Checks for lassoing a bull, for instance.

Gear Levels

There are four levels of Gear.

Determine what the piece of Gear is and which Skill it will use.

Choose the Descriptor for the Skill. These are the details of what the Gear can be used with.

0-Level Gear

Add the Level-0 Bonus Set to Skill Checks involving the chosen Skill when using this piece of Gear in a manner that matches the Descriptor.

0-Level Gear typically has no cost, or may cost 1 CP on any Technology Era.

Example

Coffee (Level 0): +1 to Fortitude to stay awake overnight [Descriptor] (PL 1).

1st Level Gear

Add the Level-1 Bonus Set to Skill Checks involving the chosen Skill when using this piece of Gear in a manner that matches the Descriptor.

1st Level Gear always costs 4 CP (Medieval), 2 CP (Modern), and 2 CP (Future).

Example

Grappling Hook (Level 1): +3 to Athletics when climbing [Descriptor] (PL 1).

2nd Level Gear

Add the Level-2 Bonus Set to Skill Checks involving the chosen Skill when using this piece of Gear in a manner that matches the Descriptor.

2nd Level Gear always costs 8 CP (Medieval), 4 CP (Modern), and 2 CP (Future).

Example

Infrared Scope (Level 2): +1 Benefit to Guns at night [Descriptor] (PL 1).

3rd Level Gear

Add the Level-3 Bonus Set to Skill Checks involving the chosen Skill when using this piece of Gear in a manner that matches the Descriptor.

3rd Level Gear always costs 16 CP (Medieval), 8 CP (Modern), and 4 CP (Future).

Example

Brain Database (Level 3): +1 Benefit and +3 Pre-Roll Modifier to Lore Skill Checks when performing research [Descriptor].

Consumables

Consumables are typically ointments, elixirs, magical rods and other such items that are expended once used a certain number of times. Each Consumable has a limited number of uses, and once all these uses are expended, the Consumable is exhausted. Characters must buy or create more to use them again.

Items that host Consumables have no cost in of themselves, unlike other equipment that might be used to host powerful magic or elixirs. These items are things such as simple metal sticks, glass beakers, etc. The cost of the Equipment Effect includes the physical item that holds the Consumable, unlike other types of Equipment.

Consumables are created with Equipment Effects. Those that have more than 1 uses are created with the same Equipment Effect multiple times. Consumables may combine multiple Equipment Effects into 1 Use.

For more on creating Consumables, see Crafting.

Example

Eiry has two doses of a healing elixir. This elixir uses the Equipment Effect called Heal. The potion has only one use, and is expended completely after use. She will need to brew more later on.

AMMUNITION

Ammunition works similarly to Consumables. This section is for special ammunition used in combination with a different weapon or on their own, such as a thrown attack.

LOADS

Ammunition is created or purchased in Loads. Loads match the weapon that the Ammunition is made for. Single use items like grenades have Load 1.

EXAMPLE

If the weapon fires 15 bullets before needing to be reloaded, then the Ammunition's Load for that weapon is 15 bullets.

COST

2 Loads of Ammunition have a base cost of 1 Currency Point.

SPECIAL AMMUNITION

Ammunition that has special effects other than simply taking the weapon's Traits that fire them are created with a combination of Weapon Qualities and Equipment Effects. They must be crafted as normal.

EQUIPMENT MISCELLANY

Keep the following advice in mind when dealing with equipment.

BUYING SPECIAL EQUIPMENT

Buying non-standard equipment may be possible in some games. This could include equipment with Equipment Effects and Enhancements. Simply double the cost of the components to determine the cost to the buyer.

The GM may apply discounts and price increases based on the situations in their game.

See Crafting for more information.

COMBINING POST-ROLL MODIFIERS

There are situations where you will change Damage and Armor Reduction based on things other than the armor or weapon's base Damage or Armor Reduction. When this occurs, use the following rules.

1. Apply any multiplication or division first.
2. Add second.
3. Subtract last.

CRAFTING

Crafting covers the creation of items both mundane and magical. Examples of equipment you can create with crafting are: Magic weapons and armor, elixirs and medicine, gadgets, and technology. By using various methods listed in this section, GMs and players will be able to create a wide range of different items.

CRAFTING BASICS

Most items can be created with the Craft or a magical Skill such as Arcana, Harness, Psyche, Shape, or Essence. Creating such items requires the character to have at least one Skill Rank in Craft or the appropriate magical Skill.

UNDERSTANDING

The character must know how to create the item. There are two ways to determine the level of Understanding a character has. They may either make an Understanding Roll or have Schematics for the item. The GM should choose 1 method.

OPTIONAL: CAREER

The GM may allow the crafter to substitute their Career Skill instead of Science or their magical Skill. The GM may also simply allow the crafter to automatically know how to create the item without any roll, particularly if the character has a suitable career and at least 1 Rank in the Career Skill.

Make an Understanding Roll

- **Technology:** If the GM wishes to determine if the character knows how to make something, the player should make a Hard Sciences Skill Check. Success allows them to create the object in question without penalty. If they fail, any crafting attempt takes 1 Hardship. Do not add Craft Dice to this Skill Check.
- **Magic:** If the item will be created using a magical Skill, use either Arcana, Shape, Essence, Psyche, or Harness for the Understanding Roll. Use the most appropriate Skill, or the Skill indicated if crafting an Equipment Effect. This is still a Hard Skill Check. If they fail, any crafting attempt takes 1 Hardship. Do not add Craft Dice to this Skill Check.

GMs should not allow players to make additional Understanding Rolls until sufficient time passes or the character learns something new that may help them in their Skill Check. The details of that are left up to the GM to decide.

EXAMPLE

Smitty tries to understand how to make a complex piece of Gear. He makes a Hard Science Skill Check but fails. Therefore, all his Crafting Skill Checks to build the Gear will be penalized 1 Hardship.

SCHEMATICS

The GM may require a character to have Schematics to easily create the item. An Understanding Roll is not required if the crafter has Schematics. If the character does not have Schematics for the item, the GM may require an Understanding Roll. However, the subject matter may be such that no Understanding Roll is possible, and without the schematic they take 1 Hardship to create it.

Reverse Engineering

Equipment may be reverse engineered, scribed, or otherwise deconstructed from an item in their possession. The character must make an Understanding Roll as they tinker with the item in hand. These Understanding Rolls must use the Skill originally made to create the item being reverse engineered.

If they fail this roll, the original item is destroyed. If they succeed, they may use the Schematic on future Skill Checks to create the item in question.

OPTIONAL: SCHEMATICS AS GEAR

Schematics may be purchased as Gear. These special Schematics not only allow an item to be created without penalty, but also grant bonuses per their Gear level. The base cost of a Schematic is entirely determined by the GM. Gear costs are added as normal.

EXAMPLE

Tom has a piece of Gear that is a blueprint for a laser rifle. It is Level 2 Gear (PL 1). Therefore, when Tom makes a Craft Skill Check he gains a bonus of 1 Benefit for creating a laser rifle, which is the Descriptor. He takes no Hardship because he has the Schematic needed to make the Gear.

COMPONENTS & COST

The GM will decide what specific Components are required. Purchasing Components can be done in certain instances. The Cost of Components depends on what the crafter is creating, and will be specified for specific types of items. Characters may be able to find Components instead of purchasing them as determined by the GM. The cost of Components may never be less than 1 Currency Point.

Component Cost is variable per the Technology Era of the device. Medieval Components have the highest cost, Modern a lesser cost, and Futuristic is the cheapest.

DIFFICULTY

The Difficulty of creating an item depends on what is being created.

However, Craft Dice increase difficulty based on just how potent an item is. If the Skill Check to create the item fails, all components are destroyed and unusable for any additional craft attempts. The base item, if there is one, is undamaged.

Craft Dice are Penalty Dice and explode as usual. They are added to the TN which is determined by the item itself.

TIME REQUIRED

The GM may determine how long it takes to craft an item. The GM should apply common sense, but hours, days, weeks, and even months may be suitable. A good rule of thumb is that the more difficult the item is to craft, the longer it takes.

EXAMPLE

Hedwig is a steampunk inventor, and she wants to create a new crankgun for her clockwork friend, Reginald. The GM decides this is a new task for Hedwig and so she must determine how to create it. She has no blueprint for the weapon. Hedwig's player, Heather, must make a Sciences Skill Check for her Understanding Roll to determine if she can engineer a suitable plan. This is a PL 1 game, so her Hard difficulty is TN 20. She makes a Sciences Skill Check and rolls a 26, easily determining how to make the crankgun.

CRAFTING WEAPONS & ARMOR

Weapons and armor can be created by a skilled individual and even made unique.

CRAFTING FROM THE EQUIPMENT LISTS

A crafter can create an exact copy of a piece of equipment from any Armor or Weapon list that is suitable for the crafter's Technology Era. The GM must determine if they need Schematics or not.

Schematics Required: Determined by the GM.

Cost of Components: Half the original cost of the item, rounded up.

Difficulty: Challenging + 1 Craft Die

Time Required: Determined by the GM

ENHANCING WEAPONS & ARMOR

Weapons and armor can be made better by Enhancing them. This does not include adding Equipment Effects which will be covered later. Enhancing weapons and armor modify the Ammunition, Aspects, Pre-Roll Modifiers, Qualities, Quality Variables, Range, or Rate of Fire.

This process is called Enhancing.

Enhancing weapons and armor changes them significantly. The GM must approve any Enhancement that the crafter wishes to create. The item may be Enhanced as many times as the character wishes, but the difficulty increased which each Enhancement.

The following are the parts of weapons and armor that may be Enhanced. Some parts are not applicable to all weapons and armor.

The Enhanced Weapon or Armor is given a Level. For each Level it has, the item has 1 Enhancement.

AMMUNITION

Crafters may increase the amount of ammunition of weapons with the Ranged Quality. Add 1 to the Weapon's ammunition per Level.

Below is the Cost of Increasing the Ammunition of a Ranged weapon.

- Medieval: 4 Currency Points per Level of Enhancement.
- Modern: 2 Currency Points per Level of Enhancement.
- Futuristic: 1 Currency Point per Level of Enhancement.

ASPECTS

The crafter may increase any Damage or Armor Reduction Aspect appropriate for their Technology Era. Increase the Aspect by 1 per Level of Enhancement.

Below is the Cost of Increasing the Aspect of a weapon or armor.

- Medieval: 2 Currency Points per Level Enhancement.
- Modern: 1 Currency Points per Level Enhancement.
- Futuristic: 1 Currency Point per Level Enhancement.

OTHER ASPECT

The Other Aspect cannot be added to the Medieval Technology Era with Enhancement alone. Characters wanting Other Damage or Armor Reduction in this Technology Era should consult the Equipment Effects crafting section.

PRE-ROLL MODIFIERS

Crafters may increase Pre-Roll Modifier bonuses that a weapon may add. Abilities that add Pre-Roll Modifiers are not included in Enhancements. Add +1 to the Pre-Roll Modifier of the item per 2 Levels of Enhancement.

Below is the Cost of Increasing the Pre-Roll Modifier of a weapon.

- Medieval: 4 Currency Points per Level of Enhancement.
- Modern: 2 Currency Points per Level of Enhancement.
- Futuristic: 1 Currency Point per Level of Enhancement.

QUALITIES

Crafters may add Qualities to weapons and armor that they typically do not have. Crafters may also remove negative qualities. GMs should be particularly careful with this Enhancement, as some Qualities do not make sense for some weapons or armor. Each Quality added or removed adds 2 Levels of Enhancement.

Below is the Cost of adding or removing a Quality to weapon or armor.

- Medieval: 8 Currency Points per 2 Levels of Enhancement.
- Modern: 4 Currency Points per 2 Levels of Enhancement.
- Futuristic: 2 Currency Point per 2 Levels of Enhancement.

Quality Variables

Some Qualities have variables, such as Unwieldy or Explosive. The crafter may increase or decrease those variables. Each variable increased or decreased adds 1 Level of Enhancement to the item.

Below is the Cost of altering a Quality Variable on a weapon or armor.

- Medieval: 4 Currency Points per Level of Enhancement.
- Modern: 2 Currency Points per Level of Enhancement.
- Futuristic: 1 Currency Point per Level of Enhancement.

Qualities for different Equipment Types

Qualities must be added to the same type of equipment, Weapon Qualities to Weapons, and Armor Qualities to Armor. However, particularly for weapons, Qualities typically associated with Ranged or Melee, can sometimes be added to Weapons of the opposite category. When adding Ranged to non-Ranged weapons, the base ROF is 1, and Range is 4.

Weapons used in this manner may require a different Skill, as determined by the GM.

Example

A spear with Ranged can shoot the tip of the spear.

Range

Crafters may increase the range of weapons with the Ranged Quality in increments of 2. Add 1 Level of Enhancement per 2 range added to the weapon.

Below is the Cost of adding Range to a weapon.

- Medieval: 6 Currency Points per Level of Enhancement.
- Modern: 3 Currency Points per Level of Enhancement.
- Futuristic: 1 Currency Point per Level of Enhancement.

Rate of Fire

Crafters may increase the ROF of weapons with the Ranged Quality. Add 1 ROF per 2 Levels of Enhancement.

Below is the Cost of adding Rate of Fire to a weapon.

- Medieval: 8 Currency Points per 2 Levels of Enhancement.
- Modern: 4 Currency Points per 2 Levels of Enhancement.
- Futuristic: 2 Currency Point per 2 Levels of Enhancement.

Swap Skills

You may alter the governing Skill of a weapon. Choose a different Skill for the weapon. This must be approved by the GM. Change the Skill for 2 Levels of Enhancement.

Below is the Cost of altering the governing Skill for a weapon.

- Medieval: 6 Currency Points per 2 Levels of Enhancement.
- Modern: 3 Currency Points per 2 Levels of Enhancement.
- Futuristic: 1 Currency Point per 2 Levels of Enhancement.

Difficulty

Creating Enhanced versions of weapons and armor is more difficult than creating standard weapons and armor. Add 1 Craft Die to the difficulty per every Level of Enhancement the item has in total.

Failure on the Craft Skill Check will destroy all Components but not the base weapon.

Example

Heather looks at the typical Modern Semi-Automatic Rifle. The weapon does 12p damage, has a max ROF of 2, has a Range of 12, and holds 8 ammunition. It has the qualities Two-Handed, Ranged, and Mortal.

Hedwig intends to increase the ROF by 1. This will be the first Enhancements added. She must add 2 Levels of Enhancement. She makes a Challenging Craft Skill Check and adds 2 Craft Die. Her Skill Check is a 32. The Craft Die total 16. She adds the 16 to the Challenging TN of 15 for a total of 31. She succeeds in Enhancing the item. She pays 8 Currency Points to do so.

Later, she wants to remove the Quality Slow Reload. She must add 2 more Levels of Enhancement for a total of 4 Levels of Enhancement. She now must roll against 4 Craft Die. If she fails, her components are destroyed.

Crafting Gear

Gear grants bonuses for certain Skill Checks where applicable. Gear can be created similarly to any other piece of equipment. Follow all rules for Gear.

Gear Basics

Gear can be created with the standard rules for Understanding and Schematics. Use the following in addition to those rules.

Schematics Required: Determined by the GM.

Cost of Components:

- Medieval: 2 Currency Points per Gear Level
- Modern: 1 Currency Point per Gear Level
- Futuristic: 1 Currency Point per Gear Level

Note: Level 0 gear typically has no official CP cost

Difficulty: Challenging + 1 Craft Dice per Gear Level

Time Required: Determined by the GM

Crafting Magical & Powered Equipment

Specialized knowledge is required to imbue items with magical or high-tech powers. Mechanically it does not matter how the item is described. A helmet that shoots laser beams from its eye holes is no different than a magic bow that fires arrows of fire.

Equipment Effects are added to other items, either basic stock listed weapons or armor, or enhanced versions of the same.

Equipment Effects

Equipment Effects are special effects that can be added to various pieces of equipment. Not all Equipment Effects can be added to all types of equipment. Each Equipment Effect indicates what it can be added to.

At character creation, a player can choose to spend Ability Points to purchase unique equipment. For that scenario see the Abilities in question. This section includes the creation of these items once play begins.

Understanding the Power

In order to add an Equipment Effect to a piece of equipment, the creator must understand the power behind the effect. The GM may indicate that the creator understands these things inherently from some source like academia or a mentor.

Unlike Mundane items, the creator must Understand the Equipment Effect and cannot attempt to create the Equipment Effect without a successful Understanding Roll. If an Understanding Roll is failed, the item cannot be created. Each Equipment Effect will indicate what Skills are valid for making an Understanding Roll.

Understanding Rolls are Hard Skill Checks, but Equipment Effects also add 2 Craft Die to the Understanding Roll's difficulty. Creators understand all Levels of an Equipment Effect equally if they succeed on their Understanding Roll.

Schematics

Schematics for Magical & Powered Equipment work the same as mundane items. See Schematics.

Components & Cost

The GM will decide what specific Components are required. Components for such rituals or experiments are typically not things that are easily purchased. The GM should make their judgment on if the character must find components or buy them.

If the GM decides to apply a cost, they should do so based on the Level of the Equipment Effect and the type of equipment it is being applied to.

Costs are displayed as Medieval/Modern/Futuristic.

- Weapons & Armor: 8/4/2 Currency Points * Effect Level
- Gear: 6/3/1 Currency Points * Effect Level
- Consumables: 4/2/1 Currency Points * Effect Level
- Ammunition: 2/1/1 Currency Points * Effect Level

There may be alternative costs for making these powerful items.

These are explained in each Equipment Effect.

Optional: Regular Equipment

Attaching Equipment Effects to regular equipment is possible. This means whatever the item is that it is attached to has no additional bonus or use. Use the cost for Equipment Effects attached to Gear, but you do not need to attach it to any Gear which would have its own cost.

Difficulty

For skilled wizards, alchemists, and mad scientists, the creation of such objects is more difficult than mundane items.

The TN for adding an Equipment Effect is always Hard.

Each Equipment Effect has a Level, increasing the difficulty by adding 2 Craft Dice per Level.

TARGET
CONTROL NO. 0.179 AR15
312-4680-019878655B2-X1A
0.179

CREATION SKILL

The Skill used to create the item is variable based on the Equipment Effect, and there can be more than one Skill listed. If the Skill Check fails, all Components are destroyed and unusable for any additional craft attempts.

Equipment Effects are added after mundane items are originally created.

ACTIVATION

If a Skill Check is required for activation, the Equipment Effect will list what applicable Skills can be used to make the Skill Check.

Activation may also not require a Skill Check, but instead an Action when in combat. If so, the Action required is also listed.

All Equipment Effects may be deactivated at will regardless of whether Activation is required or not.

RESISTED

If the Equipment Effect can be resisted, Skills used for that are listed in the Equipment Effect.

When resisting an effect, make a Skill Check with the associated Skill. The TN is always Challenging + Penalty Dice equal to the Effect Level. These are called Equipment Resistance Dice.

LIMITATIONS

Limitations are listed along with the potency. Some Limitations are only applied to certain equipment types, such as weapons or armor. Limitations can be anything, and are often uses per day, etc.

EXAMPLE

A wizard wants to create a ring of healing. He makes an Understanding Roll, which is a Hard Essence Skill Check with 2 Craft Die. The wizard succeeds. If he would have failed, then he would not have been able to craft the ring.

He pays 6 CP for components, since this is a Medieval Technology Era. He decides he wants to add the Level-2 Heal Equipment Effect. This adds 4 Craft Die to the roll. Afterward, he makes a Hard Essence Skill Check with the 4 Craft Die as a penalty. He rolls 33 against a 21 + 5 + 6 + 1 + 6 = 39. He fails at crafting the ring and loses his components.

CRAFTING CONSUMABLES

Consumables may be mundane, gear, or magical and powered. The only difference is that these items have a limited number of uses.

Consumables are typically combined with an Equipment Effect. Consumables use the cost and difficulty of the Equipment Effect.

USES

Consumables are assumed to be expended after one use. However, Consumables may be created with multiple uses, up to a total of 10.

When a Consumable with more than one use is created, multiply the cost by the amount of uses.

All uses are created simultaneously and use the same crafting Skill Checks.

CRAFTING AMMUNITION

Ammunition is a special type of Consumable that is loaded into weapons or thrown as grenades. Ammunition can be upgraded to certain weapons with Equipment Effects.

UNDERSTANDING & SCHEMATICS

Use Understanding and Schematics rules as per base items. Equipment Effects are added after the base item is created. Use Understanding and Schematics from Equipment Effects if Equipment Effects are added.

COMPONENTS & COST

Components cost 1 CP per 2 Loads created for all Technology Eras.

QUALITIES

Ammunition has no starting Qualities of their own. The only way you may Enhance Ammunition is by adding Qualities. Adding Qualities increases the difficulty of the Craft Skill Check as normal.

Only some Qualities are applicable to Ammunition. You may always give Ammunition the Thrown quality for free, but doing so prevents the Ammunition from being propelled by a weapon.

Applicable Qualities: Thrown, Crushing, Explosive X, Grapple, Piercing, Quick (Thrown Only), Slashing, Spread, Return, and Stun X.

When purchasing different levels of variables for Explosive and Stun, they count as a new level of difficulty per level purchased.

CRAFTING VEHICLE ABILITIES

Baseline vehicles cannot be crafted from scratch. However, Abilities can be added to pre-existing frames instead of purchasing them outright.

Follow Crafting Basics as usual.

ENHANCING

The limit of Abilities a vehicle can have is double their original amount.

- PL 1 = 4
- PL 2 = 6
- PL 3 = 8

When a crafter wants to add an Ability, they must Enhance the vehicle.

Each Ability added to a vehicle with crafting (normal baseline Abilities are not included in this calculation) counts as 2 Enhancement Levels.

COST OF COMPONENTS

The cost of each Ability differs based on the Technology Era.

- Medieval: 10 Currency Points per Ability
- Modern: 8 Currency Point per Ability
- Futuristic: 4 Currency Point per Ability

DIFFICULTY

The more Abilities a vehicle has, the harder new Abilities are to add. Add 1 Craft Die to the difficulty per every Level of Enhancement the vehicle has in total. The crafter must make a Challenging Craft Skill Check.

Failure on the Craft Skill Check will destroy all Components but not any other parts of the vehicle.

EXAMPLE

Vik wants to add an AI to his spaceship. He begins by acquiring schematics. Once in hand, he pays 2 Currency Points for the components. He then makes a Challenging Craft Skill Check. If he succeeds, he adds an Ability to his vehicle, if not, his components are ruined and he must try again at another time.

EQUIPMENT EFFECT LIST

Equipment Effects are magic or technological upgrades to equipment that supersede simple Enhancements. Each Equipment Effect has up to 3 levels, and these levels never stack. Equipment Effects can rarely be purchased, but can be made by skilled craftsmen or powerful magic users.

ANATOMY OF AN EQUIPMENT EFFECT

There are various items that must be considered that make up an Equipment Effect.

Description

Each Equipment Effect has a description of what it does.

Equipment Type

This is what types of equipment the Equipment Effect can be applied to.

Understanding

This is the Skills that may be used to make Understanding Rolls.

Additional Cost

This is any additional cost required to create the Equipment Effect.

Difficulty

This is the difficulty to create his Equipment Effect.

Activation

This is the requirement to activate the Equipment Effect.

Resisted

This is the Skill that can be used to resist the Equipment Effect, if any.

Equipment Effect Levels

This is the mechanical use for each level of Equipment Effect.

EQUIPMENT EFFECTS

ARMOR

The effect adds a layer of protection such as mage armor, personal shields, etc.

Equipment Type: Armor, Gear

Understanding: Harness, Science

Additional Cost: None

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Harness

Activation: Interact (2 AP) or Interact Quickly (1 AP)

Resisted: N/A

Equipment Effect Level 1

Add 2 AR Soak on all Hit Locations for all Aspects for 5 AP (5 minutes Out of Combat).

- Limitation: Once Per Day.

Equipment Effect Level 2

Add 4 AR Soak on all Hit Locations for all Aspects for 10 AP (30 minutes Out of Combat).

- Limitation: Twice Per Day.

Equipment Effect Level 3

Add 6 AR Soak on all Hit Locations for all Aspects for 15 AP (1 hour Out of Combat).

- Limitation: Three times Per Day.

BANE

Some weapons cause grave damage to certain creatures.

- Choose one Creature Descriptor or Ancestry and apply effects to those creatures with those Descriptors only.

Equipment Type: Ammunition, Weapons

Additional Cost: Cost of Ammunition (If Ammunition)

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Harness

Activation: N/A

Resisted: N/A

Equipment Effect Level 1

When dealing a Wound with this effect, associated Death Rolls and Falter Rolls take 1 Hardship.

Equipment Effect Level 2

When dealing a Wound with this effect, associated Death Rolls and Falter Rolls take 2 Hardships.

Equipment Effect Level 3

Death Rolls and Falter Rolls made while this effect is active automatically fail.

BLINK

The effect causes the wearer to blink in and out of existence, making the wearer difficult to hit.

Equipment Type: Armor, Consumables, Gear

Understanding: Science, Shape

Additional Cost: None

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Shape

Activation: Interact (2 AP) or Interact Quickly (1 AP)

Resisted: N/A

Equipment Effect Level 1

Add 5 to your Base Defense for 5 AP (5 minutes Out of Combat).

- Limitation: Once Per Day. (Armor & Gear)

Equipment Effect Level 2

Add 10 to your Base Defense for 10 AP (30 minutes Out of Combat).

- Limitation: Twice Per Day. (Armor & Gear)

Equipment Effect Level 3

Add 15 to your Base Defense for 15 AP (1 hour Out of Combat).

- Limitation: Three times Per Day. (Armor & Gear)

BREACH

This effect allows weapons to bypass armor in part, or in whole.

Equipment Type: Ammunition, Weapons

Understanding: Harness, Science

Additional Cost: Cost for Ammunition (If Ammunition)

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Harness

Activation: N/A

Resisted: N/A

Equipment Effect Level 1

When a weapon with Breach strikes a target, Armor Reduction is reduced by 2 on all Aspects.

Equipment Effect Level 2

When a weapon with Breach strikes a target, Armor Reduction is reduced by 4 on all Aspects.

Equipment Effect Level 3

When a weapon with Breach strikes a target, Armor Reduction is reduced by 6 on all Aspects.

DAMAGE

This adds extra damage to a successful attack.

- If the chosen Equipment normally has damage with any other Aspect than Other, halve it the highest Aspect, and convert it to Other damage.

Understanding: Harness, Science

Equipment Type: Ammunition, Weapons

Additional Cost: Cost for Ammunition (If Ammunition)

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Harness

Activation: N/A

Resisted: N/A

Equipment Effect Level 1

The Weapon or Consumable does 5 Other Damage

Equipment Effect Level 2

The Weapon or Consumable does 10 Other Damage

Equipment Effect Level 3

The Weapon or Consumable does 15 Other Damage

DISPEL

You use this item to dispel certain magics.

Equipment Type: Armor, Consumables, Gear, Weapons

Understanding: Psyche, Shape, Essence, Harness, Arcana

Additional Cost: Cost for Consumable (If Consumable)

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Psyche, Shape, Essence, Harness, Arcana

Activation: Dispel (AP 2)

Resisted: N/A

Equipment Effect Level 1

You may Dispel a manifestation created by Traditonal Magic or Super Powers. When created, the item must be built for either Traditional Magic or Super Powers. The item may only dispel the magic type it was created for. The item may dispel any spell or power, regardless of the Skill used to cast or activate it. The user does not need to be trained in any Skill to use this item.

Dispel works by using the Dispel action. The Skill Check for Dispel is made by the device, not the user. Make a roll:

- PL 1 – r4k2
- PL 2 – r5k3
- PL 3 – r6k4

If this exceeds the Skill Check of the original caster, then the Spell or Power is negated and effects do not occur.

Equipment Effect Level 2

The same as Level 1 except the following:

Dispel works by using the Dispel action. The Skill Check for Dispel is made by the device, not the user. Make a roll:

- PL 1 – r5k3
- PL 2 – r7k4
- PL 3 – r8k5

If this exceeds the Skill Check of the original caster, then the Spell or Power is negated and effects do not occur.

Equipment Effect Level 3

The same as Level 1 except the following:

Dispel works by using the Dispel action. The Skill Check for Dispel is made by the device, not the user. Make a roll:

- PL 1 – r7k4
- PL 2 – r8k5
- PL 3 – r9k6

If this exceeds the Skill Check of the original caster, then the Spell or Power is negated and effects do not occur.

ENHANCED SENSES

You hear, see, and feel more than most.

- Choose a Sensory type.

Equipment Type: Armor, Consumables, and Gear

Understanding: Psyche, Sciences

Additional Cost: Cost for Consumable (If Consumable)

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Psyche

Activation: N/A

Resisted: N/A

Equipment Effect Level 1

Remove 2 Levels of Sensory Impediments.

Equipment Effect Level 2

Remove 3 Levels of Sensory Impediments.

Equipment Effect Level 3

Remove all Levels of Sensory Impediments.

ENTANGLE

The target is entangled by your Equipment Effect.

Equipment Type: Ammunition, Weapon

Understanding: Essence, Science

Additional Cost: Cost for Ammunition (If Ammunition)

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Essence

Activation: N/A

Resisted: Melee Defense (Defensive Action) or Ranged Defense (Base Defense + Ranged Dice)

Equipment Effect Level 1

If the target is struck by an attack, they are immediately Grappled as if a successful Grapple Action occurred. The Grappled Defender may break out with the Grapple Action as usual against a Challenging Difficulty.

Equipment Effect Level 2

Same as Level 1 except the difficulty is Hard instead of Challenging.

Equipment Effect Level 3

The same as Level 1 except the difficulty is Desperate instead of Challenging.

FLIGHT

This effect allows the user to fly.

Equipment Type: Armor, Consumables, Gear, and Weapons.

Understanding: Science, Shape

Additional Cost: Cost for Consumable (If Consumable)

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Shape

Activation: Interact (2 AP) or Interact Quickly (1 AP)

Resisted: N/A

Equipment Effect Level 1

May change Mode of Movement to Flight for 10 AP (30 minutes Out of Combat). Add +1 to your Speed Score.

Equipment Effect Level 2

May change Mode of Movement to Flight for 15 AP (1 hour Out of Combat). Add +1 to your Speed Score.

Equipment Effect Level 3

May change Mode of Movement to Flight permanently. Add +1 to your Speed Score.

INVISIBILITY

This allows you to move without being seen.

Equipment Type: Armor, Consumables, Gear, and Weapons.

Understanding: Sciences, Shape

Additional Cost: Cost for Consumable (If Consumable)

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Shape

Activation: Interact (2 AP) or Interact Quickly (1 AP)

Resisted: N/A

Equipment Effect Level 1

Adversaries get a free Hard Perception Skill Check with 2 Sensory (Sight) Impediments to spot you. Those that do not see you cannot attack you. Those that do see you may attack you, but take 1 Sensory (Sight) Impediment when doing so. Your invisibility lasts 5 AP (5 minutes Out of Combat).

- Limitation: If you reveal yourself by attacking or obviously manipulating something physical in sight of others, the Invisibility Effect immediately ends.
- Limitations: Once Per Day

Equipment Effect Level 2

Adversaries get a free Hard Perception Skill Check with 3 Sensory (Sight) Impediments to spot you. Those that do not see you cannot attack you. Those that do see you may attack you, but take 2 Sensory (Sight) Impediment when doing so. Your invisibility lasts 10 AP (15 minutes Out of Combat).

- Limitation: If you reveal yourself by attacking or obviously manipulating something physical in sight of others, the Invisibility Effect immediately ends.
- Limitations: Twice Per Day

Equipment Effect Level 3

You go completely invisible. Everyone suffers 4 Sensory (Sight) Impediments to see you. Your invisibility lasts 15 AP.

- Limitation: If you reveal yourself by attacking or obviously manipulating something physical in sight of others, the Invisibility Effect immediately ends.
- Limitations: Three times Per Day

LIFE SUPPORT

You are able to survive in inhospitable surroundings.

Equipment Type: Armor, Consumables, and Gear.

Understanding: Sciences, Shape

Additional Cost: Cost for Consumable (If Consumable)

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Shape

Activation: N/A

Resisted: N/A

Equipment Effect Level 1

You are able to survive in any environment that would cause damage due to things such as toxins, lack of breathable atmosphere, pressure, heat or cold, etc.

MAGICAL FOCI

This equipment allows the wielder to enhanced their magical powers for a specific Spell.

Equipment Type: Armor, Gear, and Weapons.

Understanding: Arcana, Essence, Harness, Shape, Psyche

Additional Cost: N/A

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Arcana, Essence, Harness, Shape, Psyche

Activation: N/A

Resisted: N/A

Equipment Effect Level 1

Adds 1 specific Spell Effect to a specific Spell with no increased difficulty.

Equipment Effect Level 2

Adds 2 specific Spell Effects to a specific Spell with no increased difficulty.

Equipment Effect Level 3

Adds 3 specific Spell Effects to a specific Spell with no increased difficulty.

Healing

This effect helps heal the body. When used this may eliminate Injuries and Wound Hardships as the character's pain and malfunction is masked. It may also assist with Healing or Recovery Skill Checks.

Equipment Type: Consumables

Understanding: Essence, Science

Additional Cost: Cost for Consumable

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Essence

Activation: Interact (2 AP) or Interact Quickly (1 AP)

Resisted: N/A

Equipment Effect Level 1

Heal 1 Injury in combat. Add a Level-1 Bonus Set to Recovery or Healing Skill Checks.

Equipment Effect Level 2

Heal 1 Injury and ignore 1 Wound Hardship for 10 AP in combat. Add a Level-2 Bonus Set to Recovery or Healing Skill Checks.

Equipment Effect Level 3

Heal 2 Injuries and ignore 1 Wound Hardship for 15 AP in combat. Add a Level-3 Bonus Set to Recovery or Healing Skill Checks.

Movement Impediments

The target's movement is halted or disrupted.

Equipment Type: Ammunition, Consumables, Gear, and Weapons.

Understanding: Science, Shape

Additional Cost: Cost for Consumable or Ammunition (If Either).

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Shape

Activation: N/A

Resisted: Acrobatics

Equipment Effect Level 1

Suffer 1 Level of Movement Impediments. This lasts 3 AP.

Equipment Effect Level 2

Suffer 2 Levels of Movement Impediments. This lasts 6 AP.

Equipment Effect Level 3

Suffer 3 Levels of Movement Impediments. This lasts 9 AP.

Poison

You inflict sickness upon a character.

Equipment Type: Ammunition, Consumables, Weapons

Understanding: Essence, Science

Additional Cost: Cost for Consumable or Ammunition (If Either).

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Essence

Activation: N/A

Resisted: Recovery (As Hazard)

Equipment Effect Level 1

When struck by a Weapon or Consumable with a TSV of 0 or greater, the Target must resist against Poison (Rank 3, Persistent) Hazard.

Equipment Effect Level 2

When struck by a Weapon or Consumable with a TSV of 0 or greater, the Target must resist against Poison (Rank 4, Persistent) Hazard.

Equipment Effect Level 3

When struck by a Weapon or Consumable with a TSV of 0 or greater, the Target must resist against Poison (Rank 5, Persistent) Hazard.

Sensory Impediments

This effect causes an effect to erupt that obscures certain senses.

Equipment Type: Ammunition, Consumables

Understanding: Essence, Science

Additional Cost: Cost for Consumable or Ammunition (If Either).

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Harness

Activation: N/A

Resisted: Fortitude + Effect Level

Equipment Effect Level 1

Apply 2 Ranks of the chosen Sensory Impediments for 5 AP (10 minutes Out of Combat). This effect hits all adjacent hexes/units per Explosive 1.

Equipment Effect Level 2

Apply 3 Ranks of the chosen Sensory Impediments for 10 AP (30 minutes Out of Combat). This effect hits all adjacent hexes/units per Explosive 1.

Equipment Effect Level 3

Apply 4 Ranks of the chosen Sensory Impediments for 15 AP (1 hour Out of Combat). This effect hits all adjacent hexes/units per Explosive 1.

Shield

You have a shield that helps deflect attacks.

Equipment Type: Armor, Gear

Understanding: Sciences, Shape

Additional Cost: N/A

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Shape

Activation: Interact (2 AP) or Interact Quickly (1 AP)

Resisted: N/A

Equipment Effect Level 1

A shield appears that can block all Melee and Ranged attacks. This Shield has the Defensive 1, and Shield 1 Qualities. This shield may Block/Parry as a Free Action (AP 0). This Skill Check rolls r4+PL/k3+PL as a Trained Skill. The shield lasts for 5 AP (5 Minutes Out of Combat).

- Limitation: Once Per Day

Equipment Effect Level 2

A shield appears that can block all Melee and Ranged attacks. This Shield has the Defensive 2, and Shield 2 Qualities. This shield may Block/Parry as a Free Action (AP 0). This Skill Check rolls r5+PL/k3+PL as a Trained Skill. The shield lasts for 10 AP (15 Minutes Out of Combat).

- Limitation: Twice Per Day

Equipment Effect Level 3

A shield appears that can block all Melee and Ranged attacks. This Shield has the Defensive 3, and Shield 3 Qualities. This shield may Block/Parry as a Free Action (AP 0). This Skill Check rolls r6+PL/k3+PL as a Trained Skill. The shield lasts for 15 AP (0 Minutes Out of Combat).

- Limitation: Three Times Per Day

Slow

The target is slowed.

Equipment Type: Ammunition, Consumables, Weapons

Understanding: Sciences, Shape

Additional Cost: Cost for Consumable or Ammunition (If Either).

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Shape

Activation: N/A

Resisted: Athletics + Effect Level

Equipment Effect Level 1

The target's next Action costs an additional AP (5 AP max).

Equipment Effect Level 2

The target's next Action costs 2 additional APs (5 AP max).

Equipment Effect Level 3

The target's next Action costs 3 additional APs (5 AP max).

SPEED

This makes you faster than most.

Equipment Type: Armor, Consumables, Gear, Weapons

Understanding: Sciences, Shape

Additional Cost: Cost for Consumables (If Consumable).

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Shape

Activation: N/A

Resisted: Athletics + Effect Level

Equipment Effect Level 1

You gain +1 Speed for 10 AP (Consumable).

Equipment Effect Level 2

You gain +2 Speed for 15 AP (Consumable).

Equipment Effect Level 3

You gain +3 Speed for 20 AP (Consumable).

STRENGTH

This effect causes the body to grow stronger, quick, and dexterous.

Equipment Type: Armor, Consumables, Weapons

Understanding: Sciences, Shape

Additional Cost: Cost for Consumable (If Consumable).

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Shape

Activation: Interact (2 AP) or Interact Quickly (1 AP)

Resisted: N/A

Equipment Effect Level 1

Apply a Level-1 Bonus Set to any Strength, Agility, or Dexterity based Skill Checks for 5 AP (5 minutes Out of Combat).

- Limitation: Once Per Day (Armor or Weapons)

Equipment Effect Level 2

Apply a Level-2 Bonus Set to any Strength, Agility, or Dexterity based Skill Checks for 10 AP (15 minutes Out of Combat).

- Limitation: Twice Per Day (Armor or Weapons)

Equipment Effect Level 3

Apply a Level-3 Bonus Set to any Strength, Agility, or Dexterity based Skill Checks for 15 AP (30 minutes Out of Combat).

- Limitation: Three Times Per Day (Armor or Weapons)

TELEPORTATION

You can teleport.

Equipment Type: Armor, Consumables, Gear, Weapons

Understanding: Sciences, Shape

Additional Cost: Cost for Consumable (If Consumable).

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Shape

Activation: Interact (2 AP) or Interact Quickly (1 AP)

Resisted: N/A

Equipment Effect Level 1

You are teleported up to 4 hexes/units (50 feet Out of Combat) away. You are not threatened and suffer no Opportunity Attacks as you vanish into thin air and reappear.

- Limitation: Once Per Day (Armor, Gear or Weapons)

Equipment Effect Level 2

You are teleported up to 8 hexes/units (100 feet Out of Combat) away. You are not threatened and suffer no Opportunity Attacks as you vanish into thin air and reappear.

- Limitation: Twice Per Day (Armor, Gear or Weapons)

Equipment Effect Level 3

You are teleported up to 12 hexes/units (1 mile Out of Combat) away. You are not threatened and suffer no Opportunity Attacks as you vanish into thin air and reappear.

- Limitation: Three Times Per Day (Armor, Gear or Weapons)

WEAKEN

This effect causes physical dysfunction and difficulty with many actions.

Equipment Type: Ammunition, Consumables, Weapons

Understanding: Essence, Sciences

Additional Cost: Cost for Consumable or Ammunition (If Either).

Difficulty: Hard + Effect Level (Craft Dice)

Creation Skill: Craft, Essence

Activation: N/A

Resisted: Stamina + Effect Level

Equipment Effect Level 1

Apply 1 Hardship to any Strength, Agility, or Dexterity based Skill Checks on the next action that uses such a Skill Check.

Equipment Effect Level 2

Apply 2 Hardships to any Strength, Agility, or Dexterity based Skill Checks on the next action that uses such a Skill Check.

Equipment Effect Level 3

Apply 3 Hardships to any Strength, Agility, or Dexterity based Skill Checks on the next action that uses such a Skill Check.

ADVERSARIES

Adversaries are individuals that may oppose the PCs, either in combat, social encounters, intellectual contests, and in many other situations. These individuals can be unimportant fodder, such as guards, or setting dependent NPCs such as kings and queens. It is easy to create either.

Adversaries have access to Attributes, Characteristics, Skills, Abilities, and Ancestry Traits just like PCs.

Creating Adversaries

Heroes & Hardships supports a plethora of enemy types, but there is no way that this book can contain everything that all GMs might need. Therefore, a simple and robust method to create adversaries is available to the GM.

Standard Character Creation Adversaries

Certain adversaries use character creation just as PCs would. These are Arch Enemies and Equal Strength Adversaries. Foes and Minions use special rules.

Arch Enemies

Arch Enemies are the nemeses of the PCs. They are typically stronger than the PCs, and pose a terrible risk to any that face them.

Create Arch Enemies as if they were a PC at the Power Level one greater than the PCs. Since *Heroes & Hardships* only goes to Power Level 3, if the PCs are Power Level 3, give the Arch Enemy 100-200 XP more than the PC with the highest amount of XP obtained.

Arch Enemies use the PL they are built with for all PL modifiers except Difficulties.

Equal Strength Adversaries

Equal Strength Adversaries are created exactly like PCs of the same Power Level.

Other Adversaries

Some Adversaries have special rules. Most Adversaries the PCs encounter should come from these choices. They are easier to create and will usually fill the needs of the GM.

Foes

Foes pose a significant challenge and use most standard rules for all sub-systems. Creating Foes depends on their Power Level.

Attribute Point Allocation Rules

Assign Attribute Points to all Attributes.

Foe Attribute Generation		
PL	Attribute Points (Fate)	Attribute Points (No Fate)
1	24	22
2	30	28
3	36	34

Follow the following rules for each Power Level when allocating Attribute Points.

Power Level 1

- The maximum Attribute score is 4.
- Only two Attributes may have an Attribute score of 4.
- Each Attribute, except Fate, must at least have an Attribute score of 1.

Power Level 2

- The maximum Attribute score is 5.
- Only two Attributes may have an Attribute score of 5.
- Each Attribute, except Fate, must at least have an Attribute score of 1.

Power Level 3

- The maximum Attribute score is 6.
- Only two Attributes may have an Attribute score of 6.
- Each Attribute, except Fate, must at least have an Attribute score of 1.

Other Rules

When Foes take Wounds greater than their Wound Threshold they die immediately. Do not make a Death Roll.

Fate

Unlike other Attributes, Foes may have a Fate score of 0. Those that do have Fate scores may spend Fate Points as usual, but they may never burn Fate Points.

FOCUS REQUIREMENT

If a Foe has the Super Powers or Magic User ability, they must take at least 1 Rank of Focus.

Skill Point Allocation Rules

For each Attribute group, Physical, Mental, and Social, total the Attribute Scores of each. Allocate half of that many Skill Points rounded up per Attribute group.

Skill Points from Physical, Mental, and Social may not be spent in other Attribute groups unless they satisfy "4 Minimum Attributes". It costs 1 Skill Point per each rank. A Foe may have ranks equal to the Skill's governing Attribute, but each rank always costs only 1 Skill Point unlike standard characters.

4 MINIMUM ATTRIBUTES

When all Attributes within an Attribute group are 1, the GM may assign any of the 2 Skill Points into a different category, except Fate, as if it belonged to that Attribute group.

Ability, Ancestry Trait, and Flaw Allocation Rules

Foes and Minions share rules for Abilities, Ancestry Traits, and Flaws. Select a number of Abilities or Ancestry Traits based on the character's PL.

FOE & MINION ABILITY & ANCESTRY TRAIT ASSIGNMENT

PL	MAXIMUM ABILITIES OR ANCESTRY TRAITS
1	2
2	3
3	4

Foes and Minions may take a number of Flaws equal to their Power Level. For each Flaw the Foe or Minion is granted an additional Ability or Ancestry Trait.

RELEVANT FLAWS

Flaws should always affect the Adversary in the way it is used. Adversaries that always are met in combat should not be given Social Flaws, for example.

MINIONS

Minions are NPCs that can offer a threat to full PCs and NPCs, but they cannot withstand wounds and are easily killed or defeated. Rules for minions are slightly different from full PCs and NPCs.

Special Minion Rules

- Minions may have a maximum Skill Rank equal to their Power Level in any Skill.
- Minions' Injury Level and Wound Level are ignored when calculating Wounds. Minions take no Wounds or Injuries. If a minion takes any damage they die immediately.
- Minions have an AR equal to their Injury Level on all Hit Locations in addition to whatever armor they are wearing.
- Minions may never spend or burn Fate Points.
- Up to 5 Minions can be grouped together. These are called Mobs. Offensive Attacks are granted 1 Benefit per Minion in the group. Mobs may only have a maximum of 5 Benefits added to any Skill Check, regardless of Abilties, Actions, Mob bonuses, etc. Defensive Actions are made as normal. When suffering damage, remove 1 member of the group. The Mob Rank equals how many minions are a part of the Mob.

Attribute Point Allocation Rules

Assign Attribute Points to all Attributes.

MINION ATTRIBUTE GENERATION		
PL	ATTRIBUTE POINTS (FATE)	ATTRIBUTE POINTS (NO FATE)
1	20	18
2	26	24
3	32	30

Follow the following rules for each Power Level when allocating Attribute Points.

Power Level 1

- The maximum Attribute score is 4.
- Only two Attributes may have an Attribute score of 4.
- Each Attribute, except Fate, must at least have an Attribute score of 1.

Power Level 2

- The maximum Attribute score is 5.
- Only two Attributes may have an Attribute score of 5.
- Each Attribute, except Fate, must at least have an Attribute score of 1.

Power Level 3

- The maximum Attribute score is 6.
- Only two Attributes may have an Attribute score of 6.
- Each Attribute, except Fate, must at least have an Attribute score of 1.

Fate

Like Foes, Minions may have a Fate score of 0. Minions may only use Fate for the purposes of Super Powers and Magic. They may not spend or burn Fate Points.

FOCUS REQUIREMENT

If a Foe has the Super Powers or Magic User ability, they must take at least 1 Rank of Focus.

Skill Point Allocation Rules

Assign Skill Points based on PL.

MINION SKILL POINT ALLOCATION	
PL	SKILL POINTS
1	8
2	10
3	12

Ability, Ancestry Trait, and Flaw Allocation Rules

Use the same rules as listed under Foes on the previous page.

MISCELLANEOUS RULES

The following rules are applied to Foes and Minions.

Magic

If the Adversary uses any type of magic, do not purchase the Magic User or Super Powers ability. Simply purchase the Spells or Powers as abilities.

However, Foes or Minions may not have Powers that normally cost greater than 8 Ability Points.

Equipment

All Adversaries should be given equipment that is suitable for their role in the game. Do not make a Status Skill Check to determine Currency Points.

Modes of Movement

The GM may change the Mode of Movement for free. However, adding an additional Mode of Movement requires the necessary Ancestry Trait as normal.

Natural Weapons

Natural Weapon (Rank 1) may be taken for free so long as the Adversary cannot use standard weapons.

Descriptor

When you have finalized the Adversary you are creating, give it one of the following descriptors that best describes it.

- Ancestry – The creature's Ancestry.
- Beast – For most animals.
- Monster – For monstrous creatures.
- Undead – Any unliving creature.

Bestiary

The *Heroes & Hardships* bestiary is not an exhaustive list of Adversaries that PCs might encounter. However, the Adversaries in the bestiary can help get a GM started with some common representations for different genres.

The bestiary lists Adversaries for PL 1 – 3 in one statistics block, but separated via PL.

Listing PLs with Abilities, Traits, & Equipment

Abilities, Ancestry Traits & Flaws are separated by PL as usual, however, a PL includes the items from PLs before it as well as those introduced in that PL. It is possible that an earlier version of an Ancestry Trait or Ability is overwritten by a new version. In this case, the old version is listed in the new PL with a strike-through.

Any changes to Weapons or Armor is also listed in the new PL. If nothing is listed in a new PL, then it is assumed to use the previous PL.

Example

The Ghost has Undead 1 at PL 1. It also has Undead 1 at PL 2 and 3, but it is only listed once in the PL 1 section.

Bestiary Categories

The bestiary is broken up into two categories. They are the Fantasy/Medieval and Futuristic/Modern categories. These are broadly defined which simply gives the GM an idea of what category is applicable for their game.

Fate

All Adversaries are built as if their games use the Fate Attribute. The GM may decide to leave Adversaries built as is, which will make them slightly more powerful, or they may alter the Adversaries to bring them in line with a game that does not use Fate.

Altering Adversaries

Follow the following steps to alter pre-created Adversaries to comply with games without Fate.

- Lower two of the lowest Attribute Scores by 1. These Attributes must have a Score of 2 or higher.
    - If there is a tie, the GM chooses what two Attributes to lower.
    - It is suggested to reduce the least useful Attributes to the Adversary.
- Recalculate Defenses, Physical & Mental Characteristics, and Skills as necessary.
    - Remember, Skill Ranks cannot be greater than the governing Attribute.

FANTASY/MEDIEVAL

This category is for fantasy and medieval games. The GM should select whatever Adversaries they need that is listed within this category for ready-made NPCs and opponents.

BERSERKER

Ancestral **Minion**.

Berserkers are crazed front line melee specialists that sacrifice everything to score devastating attacks.

GM's Note: Berserkers should always use Reckless Attack in combat when able. Along with the Aggressive Ability, this will allow them to score devastating hits. Their defense is weakened, and as Minions they will likely die quickly. Group them into Mobs for absolutely terrifying offensive opponents.

Use Cases: They are shock troops in any Medieval or Fantasy setting.

PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: WALK, **SPEED:** 1, **SIZE:** 1

ATTRIBUTES			
PL 1	**STR:** 3, **AGI:** 2, **DEX:** 1, **END:** 4	**INT:** 1, **KNO:** 1, **SEN:** 2, **WIL:** 2	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 5, **AGI:** 3, **DEX:** 1, **END:** 5	**INT:** 1, **KNO:** 1, **SEN:** 3, **WIL:** 3	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 6, **AGI:** 4, **DEX:** 1, **END:** 6	**INT:** 1, **KNO:** 1, **SEN:** 5, **WIL:** 4	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

DEFENSES	
PL 1	**BASE:** 10, **MAGIC:** 4, **MENTAL:** 8
PL 2	**BASE:** 16, **MAGIC:** 6, **MENTAL:** 10
PL 3	**BASE:** 24, **MAGIC:** 8, **MENTAL:** 12

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL:** 17, **IL:** 8, **MTH:** N/A, **TL:** 10, **FL:** 5, **ITH:** N/A, **WTH:** N/A
PL 2	**WL:** 26, **IL:** 13, **MTH:** N/A, **TL:** 12, **FL:** 6, **ITH:**N/A, **WTH:** N/A
PL 3	**WL:** 32, **IL:** 16, **MTH:** N/A, **TL:** 14, **FL:** 7, **ITH:** N/A, **WTH:** N/A

SKILLS		
PL 1		
Axes 1 (r4/k3) Dodge 1 (r3/k2) Resilience 1 (r5/k4) Stamina 1 (r5/k4)	Perception 1 (r3/k2) Reaction 1 (r3/k2) Courage 1 (r3/k2) Fortitude 1 (r3/k2)	
PL 2		
Axes 2 (r7/k5) Dodge 2 (r5/k3) Resilience 1 (r6/k5) Stamina 1 (r6/k5)	Perception 1 (r4/k3) Reaction 1 (r4/k3) Courage 1 (r4/k3) Fortitude 1 (r4/k3)	
PL 3		
Axes 3 (r9/k6) Dodge 3 (r7/k4) Resilience 1 (r7/k6) Stamina 1 (r7/k6)	Perception 1 (r6/k5) Reaction 1 (r6/k5) Courage 1 (r5/k4) Fortitude 1 (r5/k4)	

ABILITIES, ANCESTRY TRAITS & FLAWS
PL 1
ABILITIES **GRIT I :** Add 1 + PL to your WL. **AGGRESSIVE :** After a Reckless Attack, add STR + PL to Post-Roll damage. You have various defensive penalties afterward.
PL 2
ABILITIES **GRIT II :** Add 1 + PL to your WL.
PL 3
ABILITIES **FAST - RECKLESS ATTACK :** You perform the Action for 1 less AP.

EQUIPMENT
PL 1
ARMOR **LEATHER:** Torso (8s/7p/6b) *WEAPONS* **BATTLE AXE:** 4b, Adaptable **BATTLE AXE (W/ RECKLESS ATTACK):** 8b, Adaptable
PL 2
ARMOR **LEATHER:** Torso (9s/8p/7b)
PL 3
ARMOR **LEATHER:** Torso (10s/9p/8b)

COURTIER

Ancestral **Minion**.

Courtiers are socialites and politicians. Most are non-combatants and serve instead as obstacles or allies in games of intrigue.

GM's Note: Courtiers are straight forward NPCs that use their social skills to advance their agenda. PL 3 courtiers also have a companion, which can be used to champion their cause with violence if required.

Use Cases: Although courtiers are listed under the Medieval/Fantasy category, they could easily be used in the Modern/Sci-Fi category as well. The Companion for PL 3 should be exchanged from Knight to something appropriate for the setting if courtier is used elsewhere.

PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: WALK, **SPEED:** 1, **SIZE:** 1

Attributes

PL 1	**STR:** 1, **AGI:** 1, **DEX:** 1, **END:** 1	**INT:** 1, **KNO:** 2, **SEN:** 1, **WIL:** 1	**PRE:** 2, **EMP:** 3, **COM:** 3, **INF:** 3
PL 2	**STR:** 1, **AGI:** 1, **DEX:** 1, **END:** 1	**INT:** 1, **KNO:** 3, **SEN:** 1, **WIL:** 2	**PRE:** 3, **EMP:** 4, **COM:** 4, **INF:** 4
PL 3	**STR:** 1, **AGI:** 1, **DEX:** 1, **END:** 1	**INT:** 1, **KNO:** 4, **SEN:** 1, **WIL:** 3	**PRE:** 4, **EMP:** 5, **COM:** 5, **INF:** 5

Defenses

PL 1	**Base:** 4, **Magic:** 2, **Mental:** 8
PL 2	**Base:** 4, **Magic:** 4, **Mental:** 12
PL 3	**Base:** 4, **Magic:** 6, **Mental:** 16

Physical & Mental Characteristics

PL 1	**WL:** 11, **IL:** 5, **MTh:** N/A, **TL:** 11, **FL:** N/A, **ITh:** N/A, **WTh:** N/A
PL 2	**WL:** 12, **IL:** 6, **MTh:** N/A, **TL:** 15, **FL:** N/A, **ITh:**N/A, **WTh:** N/A
PL 3	**WL:** 12, **IL:** 6, **MTh:** N/A, **TL:** 19, **FL:** N/A, **ITh:** N/A, **WTh:** N/A

Skills

	PL 1	
	Lore 1 (r3/k2)	Perform 1 (r3/k2) Deception 1 (r4/k3) Persuasion 1 (r4/k3) Rhetoric 1 (r4/k3) Read Person 1 (r4/k3) Etiquette 1 (r4/k3) +2**/+1**** Status 1 (r4/k3) +3*
	PL 2	
	Lore 2 (r5/k3)	Perform 1 (r4/k3) Deception 1 (r5/k4) Persuasion 1 (r5/k4) Rhetoric 1 (r5/k4) Read Person 1 (r5/k4) Etiquette 2 (r6/k4) +4**/+2**** Status 1 (r6/k4) +3***
	PL 3	
	Lore 3 (r7/k4)	Perform 1 (r5/k4) Deception 1 (r6/k5) Persuasion 1 (r6/k5) Rhetoric 1 (r6/k5) Read Person 1 (r6/k5) Etiquette 2 (r7/k5) +6**/+3**** Status 2 (r9/k5)***

Abilities, Ancestry Traits & Flaws

PL 1

Abilities

Social Status I* : Level-1 Bonus Set to Status.

Cultural Norms** : Lore Skill Rank + PL to Etiquette.

PL 2

Abilities

~~**Social Status I***~~

Social Status II*** : Level-2 Bonus Set to Status.

PL 3

Abilities

Companion (Knight or Equivalent) : Gain Foe as a loyal retainer.

Equipment

PL 1-3

Gear

Fancy Clothes (Etiquette at Social Events)****:** Level-1 Gear

Dwarf

Ancestral (Dwarf) **Minions**.

Dwarfs are stout, but short, humanoids. They are great craftsmen and live underground. They are sometimes insular and easily provoked.

GM's Note: Dwarfs are tanks. They are heavily armored and have a high WL. They are able to soak mental damage with their Brave Trait. Their offensive utility is limited, but hacking down a hoard of dwarfs is not an easy task. As non-combatants, they have mental skills related to Sciences, Craft, and Lore.

Use Cases: Dwarfs are often seen in fantasy settings.

Personal Characteristics

Mode of Movement: Walk, **Speed:** 1, **Size:** 1

Attributes

PL 1	**STR:** 3, **AGI:** 1, **DEX:** 1, **END:** 4	**INT:** 1, **KNO:** 2, **SEN:** 1, **WIL:** 3	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 4, **AGI:** 1, **DEX:** 1, **END:** 5	**INT:** 2, **KNO:** 3, **SEN:** 2, **WIL:** 4	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 5, **AGI:** 1, **DEX:** 1, **END:** 6	**INT:** 3, **KNO:** 4, **SEN:** 3, **WIL:** 5	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

Defenses

PL 1	**Base:** 4, **Magic:** 6, **Mental:** 10*
PL 2	**Base:** 6, **Magic:** 8, **Mental:** 12*
PL 3	**Base:** 8, **Magic:** 10, **Mental:** 14*

Physical & Mental Characteristics	
PL 1	**WL**: 16, **IL**:8, **MTh**: N/A, **TL**: 11*, **FL**: 5*, **ITh**: N/A, **WTh**: N/A
PL 2	**WL**: 21, **IL**: 10, **MTh**: N/A, **TL**: 13*, **FL**: 6*, **ITh**:N/A, **WTh**: N/A
PL 3	**WL**: 26, **IL**: 13, **MTh**: N/A, **TL**: 15*, **FL**: 7*, **ITh**: N/A, **WTh**: N/A

Skills		
PL 1		
Axes 1 (r4/k3) Recovery 1 (r5/k4) Resilience 1 (r5/k4)	Sciences 1 (r2/k1) Craft 1 (r3/k2) Lore 1 (r3/k2) Courage 1 (r4/k3) Fortitude 1 (r4/k3)	
PL 2		
Axes 2 (r6/k4) Recovery 1 (r6/k5) Resilience 2 (r7/k5)	Sciences 1 (r3/k2) Craft 1 (r4/k3) Lore 1 (r4/k3) Courage 1 (r5/k4) Fortitude 1 (r5/k4)	
PL 3		
Axes 3 (r8/k5) Recovery 1 (r7/k6) Resilience 3 (r9/k6)	Sciences 1 (r4/k3) Craft 1 (r5/k4) Lore 1 (r5/k4) Courage 1 (r6/k5) Fortitude 1 (r6/k5)	

Abilities, Ancestry Traits & Flaws
PL 1
Traits **Brave I*** : Mental Damage soaked by 2 AR x PL. **Unnatural Sense - Sight I** : Remove 1 Level of Sensory Impediment.
PL 2
Traits **Brave II*** : Mental Damage soaked by 2 AR x PL (4 x PL total).
PL 3
Traits **Brave III*** : Mental Damage soaked by 2 AR x PL (6 x PL total).

Equipment
PL 1
Armor **Brigandine:** Head, Torso, Arms, Legs (13s/11p/7b), Bulky **Mental:** (2 mental)* *Weapons* **Battle Axe:** 4b, Adaptable
PL 2
Armor **Brigandine:** Head, Torso, Arms, Legs (14s/12p/8b), Bulky **Mental:** (8 mental)*
PL 3
Armor **Brigandine:** Head, Torso, Arms, Legs (15s/13p/9b), Bulky **Mental:** (18 mental)*

ELF

Ancestral (Elf) **Minion**.

Elves are lovers of nature and long-lived folk. They can be insular and haughty, and defend their woodland realms when trespassers break the sanctity of their homes.

GM's Note: Elves are utility characters. They are good at range and are difficult to hit, but can also be useful with Survival and Perform. Try to keep these elves as far away from the target as possible and use Sniper at PL 2+.

Use Cases: Fantasy settings with elves.

Personal Characteristics
Mode of Movement: Walk, **Speed:** 1, **Size:** 1

Attributes			
PL 1	**STR:** 1, **AGI:** 3, **DEX:** 3, **END:** 1	**INT:** 2, **KNO:** 1, **SEN:** 2, **WIL:** 1	**PRE:** 2, **EMP:** 2, **COM:** 1, **INF:** 1
PL 2	**STR:** 1, **AGI:** 4, **DEX:** 4, **END:** 1	**INT:** 3, **KNO:** 1, **SEN:** 3, **WIL:** 1	**PRE:** 3, **EMP:** 3, **COM:** 1, **INF:** 1
PL 3	**STR:** 1, **AGI:** 5, **DEX:** 5, **END:** 1	**INT:** 4, **KNO:** 1, **SEN:** 4, **WIL:** 1	**PRE:** 4, **EMP:** 4, **COM:** 1, **INF:** 1

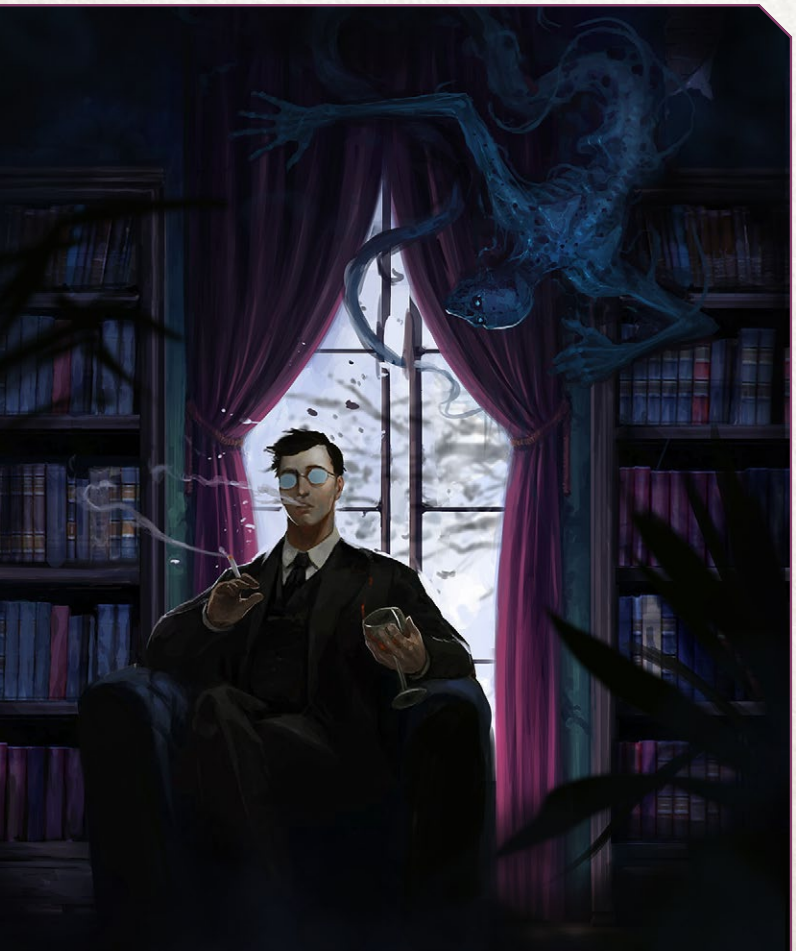
Defenses	
PL 1	**Base:** 12, **Magic:** 2, **Mental:** 6
PL 2	**Base:** 16, **Magic:** 2, **Mental:** 8
PL 3	**Base:** 22, **Magic:** 2, **Mental:** 10

Physical & Mental Characteristics	
PL 1	**WL**: 8, **IL**: 4, **MTh**: N/A, **TL**: 10, **FL**: 5, **ITh**: N/A, **WTh**: N/A
PL 2	**WL**: 9, **IL**: 4, **MTh**: N/A, **TL**: 13, **FL**: 6, **ITh**: N/A, **WTh**: N/A
PL 3	**WL**: 10, **IL**: 5, **MTh**: N/A, **TL**: 16, **FL**: 8, **ITh**: N/A, **WTh**: N/A

Skills		
PL 1		
Bows 1 (r4/k3) Swords 1 (r4/k3) Acrobatics 1 (r4/k3) Dodge 1 (r4/k3) Stealth 1 (r4/k3) +2*	Survival 1 (r3/k2) Perception 1 (r3/k2)	Perform 1 (r3/k2)
PL 2		
Bows 2 (r6/k4) Swords 1 (r5/k4) Acrobatics 1 (r5/k4) Dodge 1 (r5/k4) Stealth 2 (r6/k4) +3*	Survival 1 (r4/k3) Perception 1 (r4/k3)	Perform 1 (r4/k3)
PL 3		
Bows 2 (r8/k5) +3** Swords 1 (r6/k5) Acrobatics 1 (r6/k5) Dodge 2 (r7/k5) Stealth 3 (r8/k5) +4*	Survival 1 (r5/k4) Perception 1 (r5/k4)	Perform 1 (r5/k4)

ABILITIES, ANCESTRY TRAITS & FLAWS
PL 1
ABILITIES **WARY*:** Add Perception Skill Rank + PL to Stealth Skill Checks. *TRAITS* **UNNATURAL SENSE - SIGHT I:** Remove 1 Level of Sensory Impediment.
PL 2
ABILITIES **SNIPER :** Remove 1 Range Die in Long or Extreme Range.
PL 3
ABILITIES **WEAPON MASTER I - BOW**:** Gain Level-1 Bonus Set.

EQUIPMENT
PL 1
ARMOR **PADDED:** Torso, Arms (6s/6p/8b) *WEAPONS* **BOW:** 4p, **RoF**: 1, **Range**: 8, Two-Handed, No Reload, Ranged, Piercing **LONGSWORD:** 4s, 2p, One-Handed, Defensive 1
PL 2
ARMOR **PADDED:** Torso, Arms (7s/7p/9b)
PL 3
ARMOR **PADDED:** Torso, Arms (8s/8p/10b)



GHOST

Undead **Foe**.

Ghosts are spectral undead that haunt the living. These tormented souls are suitable for many supernatural genres or settings.

GM's Note: Ghosts are difficult to harm due to their Incorporeal and Undead traits. They hurt others by using a combination of the **Life Transfer** and **Rend** powers. Ghosts are susceptible to salt (or whatever substance the GM prefers). This can destroy ghosts if the PCs plan accordingly.

Use Cases: Ghosts can be used in any setting that supports the use of such creatures, including Modern or Sci-fi settings.

PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: FLY, **SPEED:** 2, **SIZE:** 1

ATTRIBUTES			
PL 1 (FATE 3)	**STR:** 1, **AGI:** 2, **DEX:** 1, **END:** 3	**INT:** 1, **KNO:** 1, **SEN:** 4, **WIL:** 1	**PRE:** 1, **EMP:** 4, **COM:** 1, **INF:** 1
PL 2 (FATE 4)	**STR:** 1, **AGI:** 3, **DEX:** 1, **END:** 4	**INT:** 1, **KNO:** 2, **SEN:** 5, **WIL:** 1	**PRE:** 1, **EMP:** 5, **COM:** 1, **INF:** 1
PL 3 (FATE 5)	**STR:** 1, **AGI:** 4, **DEX:** 1, **END:** 5	**INT:** 1, **KNO:** 2, **SEN:** 6, **WIL:** 1	**PRE:** 2, **EMP:** 6, **COM:** 1, **INF:** 1

DEFENSES	
PL 1	**BASE:** 17**, **MAGIC:** 12, **MENTAL:** 10
PL 2	**BASE:** 26**, **MAGIC:** 14, **MENTAL:** 12
PL 3	**BASE:** 26**, **MAGIC:** 18, **MENTAL:** 14

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL**: 11, **IL:** 5, **MTH:** 22, **TL:** 11*, **FL:** 5*, **ITH:** 22*, **WTH:** 2
PL 2	**WL**: 13, **IL:** 6, **MTH:** 26, **TL:** 13*, **FL:** 6*, **ITH:** 26*, **WTH:** 2
PL 3	**WL**: 15, **IL:** 7, **MTH:** 30, **TL:** 16*, **FL:** 8*, **ITH:** 32*, **WTH:** 2

SKILLS		
PL 1		
Resilience 1 (r4/k3) Stamina 3 (r6/k3)	Perception 2 (r6/k4) Reactions 2 (r6/k4)	Essence 4 (r8/k4) ***Focus 2 (r5/k3)***
PL 2		
Resilience 1 (r5/k4) Stamina 4 (r8/k4)	Perception 2 (r7/k5) Reactions 3 (r8/k5)	Essence 4 (r9/k5) ***Focus 2 (r6/k4)***
PL 3		
Resilience 1 (r6/k5) Stamina 4 (r9/k5)	Perception 2 (r8/k6) Reactions 3 (r9/k6)	Essence 5 (r11/k6) ***Focus 3 (r8/k5)***

Abilities, Ancestry Traits & Flaws
PL 1
Traits **Incorporeal I****: +5 x PL to Base Defense **Innate Power I (Life Transfer):** Gain Level-1 Manifestation **Innate Power I (Rend):** Gain Level-1 Manifestation **Undead 1*:** Some Hazards have no affect on you. Never make Falter rolls. Cannot suffer Mental Damage. *Flaws* **Extreme Sensitivity (Salt):** Death Roll vs. 20 (PL 1), 30 (PL 2), 40 (PL 3) when coming into contact with item.
PL 2
Traits ~~**Incorporeal 1**~~ **Incorporeal 2****: +5 x PL to Base Defense. May take an Injury instead of a Wound once per session from S/P/B Aspects.
PL 3
Traits ~~**Incorporeal 2**~~ **Incorporeal 3:** Cannot be hit by S/P/B Aspects. Cannot interact with objects.

Powers
PL 1-3
Life Transfer (Power): - Potency (Lvl 1): Give 1 Injury and gain +5 WL. - Duration (Lvl 1): 3 AP. - Range (Lvl 1): Touch. - Targets (Lvl 1): 1. - Resistance: Fortitude. **Rend (Power)**: - Potency (Lvl 1): Convert 2 Injuries into a Wound. - Duration (Lvl 1): Instant. - Range (Lvl 1): Touch. - Targets (Lvl 1): 1. - Resistance: Resilience.

Ghoul

Undead **Foe**.

Ghouls have a taste for flesh. They are found near graveyards and will stop at nothing to feed on nearly any living creature.

GM's Note: Ghouls react quickly and are faster than most other undead. They use their cursed claws to strike and paralyze targets with their Stun Weapon Quality. Otherwise, Ghouls are straight forward adversaries that charge their prey.

Use Cases: Use Ghouls in any setting where such undead would exist. Ghouls are popular in the horror and fantasy genres.

Personal Characteristics
Mode of Movement: Walk, **Speed:** 1, **Size:** 1

Attributes			
PL 1	**STR:** 4, **AGI:** 4, **DEX:** 1, **END:** 3	**INT:** 1, **KNO:** 1, **SEN:** 3, **WIL:** 3	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 5, **AGI:** 5, **DEX:** 2, **END:** 4	**INT:** 1, **KNO:** 1, **SEN:** 4, **WIL:** 4	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:**6, **AGI:** 6, **DEX:** 3, **END:** 5	**INT:** 1, **KNO:** 1, **SEN:** 5, **WIL:** 5	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

Defenses	
PL 1	**Base:** 18, **Magic:** 6, **Mental:** 8*
PL 2	**Base:** 24, **Magic:** 8, **Mental:** 10*
PL 3	**Base:** 30, **Magic:** 10, **Mental:** 12*

Physical & Mental Characteristics	
PL 1	**WL**: 17, **IL:** 8, **MTh:** 34, **TL:** 10*, **FL:** 5*, **ITh:** 20*, **WTh:** 2
PL 2	**WL**: 21, **IL:** 10, **MTh:** 42, **TL:** 12*, **FL:** 6*, **ITh:** 24*, **WTh:** 2
PL 3	**WL**: 25, **IL:** 12, **MTh:** 50, **TL:** 14*, **FL:** 7*, **ITh:** 28*, **WTh:** 2

Skills		
PL 1		
Hand-to-Hand 2 (r6/k4) Dodge 2 (r6/k4) Resilience 2 (r5/k3)	Perception 2 (r5/k3) Reaction 2 (r5/k3) Fortitude 2 (r5/k3)	
PL 2		
Hand-to-Hand 3 (r8/k5) Dodge 3 (r8/k5) Resilience 2 (r6/k4)	Perception 2 (r6/k4) Reaction 3 (r7/k4) Fortitude 2 (r6/k4)	
PL 3		
Hand-to-Hand 4 (r10/k6) Dodge 4 (r10/k6) Resilience 2 (r7/k5)	Perception 2 (r7/k4) Reaction 4 (r9/k4) Fortitude 2 (r7/k5)	

Abilities, Ancestry Traits & Flaws
PL 1
Traits **Undead I* :** Some Hazards have no affect on you. Never make Falter rolls. Cannot suffer Mental Damage. **Natural Weapon II** :** Gain a Natural Weapon.
PL 2
Traits **Natural Weapon III** :** Gain a Natural Weapon.
PL 3
Traits ~~**Undead I**~~ **Undead II* :** Some Hazards have no affect on you. Never make Falter rolls. Cannot suffer Mental Damage. Those that see you automatically suffer a Rank 2 Fear Hazard.

Equipment
PL 1
Weapons **Claws:** 4s**, One-Handed, Light, Slashing, Stun 1
PL 2-3
Weapons **Claws:** 6s**, One-Handed, Light, Slashing, Stun 2

GIANT

Monstrous **Foe**.

Giants are huge human-like creatures that are typically insular and keep to themselves. And they are happy to smash anyone or anything they see fit if it suits them.

GM's Note: Giants rely on their massive size and strength. A hit with their maul can be extremely deadly to Size 1 characters particularly as their Post-Roll damage is multiplied. They are, however, extremely easy to hit with ranged weapons. Staying away from giants and using ranged attacks is a good tactic. Giants know this and try to get close enough to smash opponents. Giants can also take more Wounds than most with the Stout Ability, which gives them a Wound Threshold of 3 at PL 2-3.

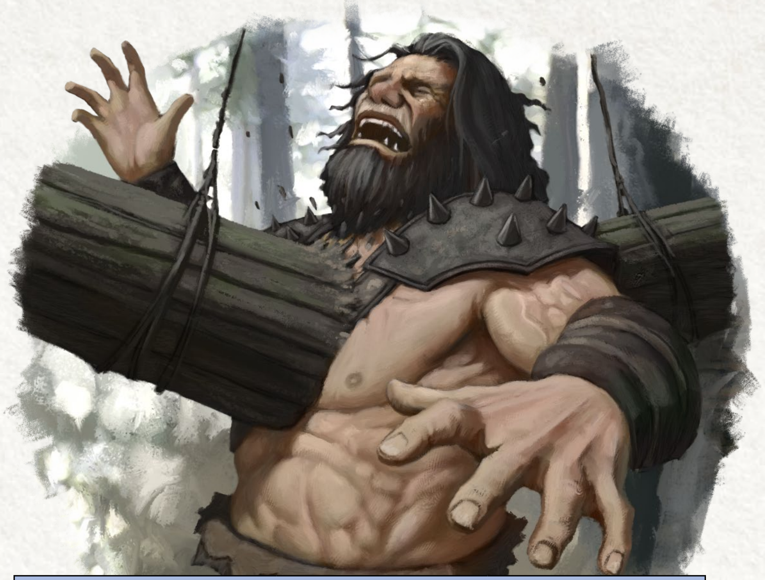
Use Cases: Giants of this kind are typically seen in fantasy settings. Human giants typically have Size 2 and would be much more varied than this creature.

Personal Characteristics
Mode of Movement: Walk, **Speed:** 1, **Size:** 3*

Attributes			
PL 1	**STR:** 4, **AGI:** 2, **DEX:** 2, **END:** 4	**INT:** 1, **KNO:** 1, **SEN:** 2, **WIL:** 3	**PRE:** 2, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 5, **AGI:** 2, **DEX:** 3, **END:** 5	**INT:** 1, **KNO:** 1, **SEN:** 3, **WIL:** 4	**PRE:** 3, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 6, **AGI:** 3, **DEX:** 3, **END:** 6	**INT:** 1, **KNO:** 1, **SEN:** 4, **WIL:** 5	**PRE:** 4, **EMP:** 1, **COM:** 1, **INF:** 1

Defenses	
PL 1	**Base:** 0*, **Magic:** 6, **Mental:** 14
PL 2	**Base:** 0*, **Magic:** 8, **Mental:** 16
PL 3	**Base:** 4*, **Magic:** 10, **Mental:** 21

Physical & Mental Characteristics	
PL 1	**WL:** 18, **IL:** 9, **MTH:** 36, **TL:** 14, **FL:** 7, **ITH:** 28, **WTH:** 2
PL 2	**WL:** 22, **IL:** 11, **MTH:** 44, **TL:** 17, **FL:** 8, **ITH:** 34, **WTH:** 3**
PL 3	**WL:** 29***, **IL:** 14, **MTH:** 58, **TL:** 21, **FL:** 10, **ITH:** 42, **WTH:** 3**



Skills		
PL 1		
Bludgeons 3 (r7/k4) Resilience 2 (r6/k4) Stamina 1 (r5/k4)	Courage 3 (r6/k3) Fortitude 1 (r4/k3)	Intimidation 2 (r4/k2)
PL 2		
Bludgeons 4 (r9/k5) Resilience 2 (r7/k5) Stamina 2 (r7/k5)	Courage 3 (r7/k4) Fortitude 2 (r6/k4)	Intimidation 2 (r5/k3)
PL 3		
Bludgeons 5 (r11/k6) Resilience 2 (r8/k6) Stamina 2 (r8/k6)	Courage 4 (r9/k5) Fortitude 2 (r7/k5)	Intimidation 3 (r7/k4)

Abilities, Ancestry Traits & Flaws
PL 1
Traits **Big II*:** +2 Size.
PL 2
Abilities **Stout**:** Add +1 to your Wound Threshold.
PL 3
Abilities **Grit I:** Add 1 + PL to your WL.

Equipment
PL 1
Weapons **Maul:** 24b*, Two-Handed, Unwieldy 4, Mortal, Crushing *Armor* **Furs:** Torso (8s/8p/7b)
PL 2
Armor **Furs:** Torso (9s/9p/8b)
PL 3
Armor **Furs:** Torso (10s/10p/9b)

GOBLIN

Ancestral (Goblin) **Minion**.

Goblins are cowardly creatures with stunted bodies. They are devious and do whatever they can to avoid direct confrontation.

GM's Note: Use Goblins in concert with trap Hazards and support for more dangerous Foes. They will always attack at range with their slings unless they are forced into melee. They prefer to lay ambushes instead of fair fights. Their small size and agile bodies make them difficult to hit, but they are not particularly hardy and go down quickly.

Use Cases: Goblins are a staple of fantasy settings.

PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: WALK, **SPEED:** 1, **SIZE:** 1*

ATTRIBUTES			
PL 1	**STR:** 1, **AGI:** 4, **DEX:** 4, **END:** 1	**INT:** 1, **KNO:** 1, **SEN:** 3, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 1, **AGI:** 5, **DEX:** 5, **END:** 2	**INT:** 2, **KNO:** 2, **SEN:** 4, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 1, **AGI:** 6, **DEX:** 6, **END:** 3	**INT:** 3, **KNO:** 3, **SEN:** 5, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

DEFENSES	
PL 1	**BASE:** 17*, **MAGIC:** 2, **MENTAL:** 4
PL 2	**BASE:** 24*, **MAGIC:** 2, **MENTAL:** 4
PL 3	**BASE:** 36*/**, **MAGIC:** 2, **MENTAL:** 4

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL**: 8, **IL:** 4, **MTH:** N/A, **TL:** 8, **FL:** 4, **ITH:** N/A, **WTH:**N/A
PL 2	**WL**: 10, **IL:** 5, **MTH:** N/A, **TL:** 9, **FL:** 4, **ITH:** N/A, **WTH:**N/A
PL 3	**WL**: 12, **IL:** 6, **MTH:** N/A, **TL:** 10, **FL:** 5, **ITH:** N/A, **WTH:**N/A

SKILLS		
PL 1		
Small Blades 1 (r5/k4) Thievery 1 (r5/k4) Thrown 1 (r5/k4) Acrobatics 1 (r5/k4) Dodge 1 (r5/k4) Stealth 1 (r5/k4)	Perception 1 (r4/k3) Reaction 1 (r4/k3)	
PL 2		
Small Blades 1 (r6/k5) Thievery 1 (r6/k5) Thrown 2 (r7/k5) Acrobatics 1 (r6/k5) Dodge 1 (r6/k5) Stealth 1 (r6/k5) +4***	Perception 2 (r6/k4) Reaction 1 (r5/k4)	
PL 3		
Small Blades 1 (r7/k6) Thievery 1 (r7/k6) Thrown 3 (r9/k6) Acrobatics 1 (r7/k6) Dodge 2 (r8/k6) Stealth 1 (r7/k6) +5***	Perception 2 (r7/k5) Reaction 1 (r6/k5)	

ABILITIES, ANCESTRY TRAITS & FLAWS
PL 1
TRAITS **SMALL II*** : You are harder to hit but do less damage. *ABILITIES* **ALTERNATE THROWER - AGI** : Select DEX or AGI for Thrown Range. *FLAWS* **COWARD** : Take 1 Hardship to all Skill Checks in dangerous situations. Automatically fail Courage Skill Checks.
PL 2
ABILITIES **WARY***** : Add Perception Skill Rank + PL to Stealth Skill Checks.
PL 3
ABILITIES **HARD TO HIT I**** : Gain 1 + PL to Base Defense.

EQUIPMENT
PL 1 -3
WEAPONS **SLING:** 0b, One-Handed, Thrown, Short

HALFLING

Halfling (Ancestral) **Minion**.

Halflings are small, and perhaps rotund, humanoids. There are many varieties of halflings, but many have various similarities.

GM's Note: Halflings are very good at stealth, and can serve as scouts. Groups of halflings can easily ambush those that are not prepared. Although they are weak in melee, they can cause serious damage from range and are extremely difficult to hit. Remember, halflings are lucky, and they reroll their Dodge Skill Checks at PL 1 and higher. They can reroll Bow Skill Checks at PL 3.

Use Cases: Many fantasy settings include halflings. They fit well as Tolkien inspired hobbits, or more nefarious or capable versions.

PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: WALK, **SPEED:** 1, **SIZE:** 1*

ATTRIBUTES			
PL 1	**STR:** 1, **AGI:** 4, **DEX:** 4, **END:** 1	**INT:** 1, **KNO:** 1, **SEN:** 1, **WIL:** 1	**PRE:** 3, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 1, **AGI:** 5, **DEX:** 5, **END:** 1	**INT:** 1, **KNO:** 1, **SEN:** 2, **WIL:** 2	**PRE:** 4, **EMP:** 1, **COM:** 2, **INF:** 1
PL 3	**STR:** 1, **AGI:** 6, **DEX:** 6, **END:** 1	**INT:** 1, **KNO:** 1, **SEN:** 3, **WIL:** 3	**PRE:** 5, **EMP:** 1, **COM:** 3, **INF:** 1

DEFENSES	
PL 1	**BASE:** 14, **MAGIC:** 2, **MENTAL:** 4
PL 2	**BASE:** 20, **MAGIC:** 4, **MENTAL:** 8
PL 3	**BASE:** 27*, **MAGIC:** 6, **MENTAL:** 10

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL**: 8, **IL:** 4, **MTH:** N/A, **TL:** 10, **FL:** 5, **ITH:** N/A, **WTH:** N/A
PL 2	**WL**: 10, **IL:** 5, **MTH:** N/A, **TL:** 14, **FL:** 7, **ITH:** N/A, **WTH:** N/A
PL 3	**WL**: 12, **IL:** 6, **MTH:** N/A, **TL:** 17, **FL:** 8, **ITH:** N/A, **WTH:** N/A

SKILLS

PL 1

Bows 1 (r5/k4) Small Blades 1 (r5/k4) Thievery 1 (r5/k4) Acrobatics 1 (r5/k4) Dodge 1 (r5/k4)** Stealth 1 (r5/k4)		Perform 1 (r4/k3) Persuasion 1 (r2/k1)

PL 2

Bows 1 (r6/k5) Small Blades 1 (r6/k5) Thievery 1 (r6/k5) Acrobatics 1 (r6/k5) Dodge 2 (r7/k5)** Stealth 1 (r7/k5) +3***	Courage 1 (r3/k2)	Perform 1 (r5/k4) Persuasion 1 (r3/k2)

PL 3

Bows 1 (r7/k6)**** Small Blades 1 (r7/k6) Thievery 1 (r7/k6) Acrobatics 1 (r7/k6) Dodge 3 (r9/k6)** Stealth 1 (r9/k6)***	Courage 1 (r4/k3)	Perform 1 (r6/k5) Persuasion 1 (r4/k3)

ABILITIES, ANCESTRY TRAITS & FLAWS

PL 1

ABILITIES

LUCKY - DODGE** : Reroll 1s on Skill Checks.

TRAITS

SMALL* : You are harder to hit but do less damage.

PL 2

ABILITIES

NIMBLE - STEALTH*** : Gain a Lvl-2 Bonus Set. May reroll a Skill Check once per session.

PL 3

ABILITIES

LUCKY - BOWS**** : Reroll 1s on Skill Checks.

EQUIPMENT

PL 1 -3

WEAPONS

SHORT BOW: 3p, **RoF:** 1, **Range:** 6, Two-Handed, Ranged, No Reload

DAGGER*: 0p/0s, One-Handed, Light, Thrown, Quick

Knight

Ancestral **Foe.**

Knights are heavily armored warriors that specialize on horseback. These cavalrymen can be any Ancestry the GM wishes for their setting. Some knights are chivalrous followers of a code, while others are simple mercenaries.

GM's Note: Knights can charge into battle upon their horse and use their lance. They move at their mount's speed, and do terrible damage upon horseback. They wear extremely heavy armor which protects them from Slashing and Piercing weapons. They are susceptible to being dismounted and Bludgeoning weapons. Knights can also function in social environments with a high INF score.

Use Cases: Knights are a staple of fantasy and medieval settings.

Personal Characteristics
Mode of Movement: Walk, **Speed:** 1, **Size:** 1

Attributes			
PL 1	**STR:** 2, **AGI:** 2, **DEX:** 4, **END:** 4	**INT:** 1, **KNO:** 2, **SEN:** 2, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 3
PL 2	**STR:** 3, **AGI:** 3, **DEX:** 5, **END:** 5	**INT:** 1, **KNO:** 3, **SEN:** 3, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 3
PL 3	**STR:** 4, **AGI:** 4, **DEX:** 6, **END:** 6	**INT:** 1, **KNO:** 3, **SEN:** 4, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 4

Defenses	
PL 1	**Base:** 8, **Magic:** 2, **Mental:** 4
PL 2	**Base:** 12, **Magic:** 2, **Mental:** 4
PL 3	**Base:** 16, **Magic:** 2, **Mental:** 4

Physical & Mental Characteristics	
PL 1	**WL:** 13, **IL:** 6, **MTh:** 26, **TL:** 8, **FL:** 4, **ITh:** 16, **WTh:** 2
PL 2	**WL:** 16, **IL:** 8, **MTh:** 32, **TL:** 9, **FL:** 5, **ITh:** 18, **WTh:** 2
PL 3	**WL:** 19, **IL:** 8, **MTh:** 38, **TL:** 10, **FL:** 5, **ITh:** 20, **WTh:** 2

Skills

Skills			
PL 1	Shields 1 (r8/k4) +3*** Spears 1 (r5/k4) Swords 1 (r5/k4) Ride 1 (r3/k2) Resilience 1 (r5/k4)	Lore 1 (r3/k2) Reactions 2 (r4/k2)	Animal Handling 1 (r2/k1) Status 1 (r4/k3) Etiquette 1 (r4/k3)
PL 2	Shields 1 (r9/k5) +6*** Spears 2 (r8/k5) +3** Swords 1 (r6/k5) Ride 1 (r4/k3) Resilience 1 (r6/k5)	Lore 2 (r5/k3) Reactions 2 (r5/k3)	Animal Handling 1 (r2/k1) Status 1 (r4/k3) Etiquette 1 (r4/k3)
PL 3	Shields 2 (r11/k6) +9*** Spears 2 (r10/k6)** Swords 2 (r8/k6) Ride 2 (r6/k4) Resilience 1 (r7/k6) Stamina 1 (r7/k6)	Lore 2 (r5/k3) Reactions 3 (r7/k4)	Animal Handling 1 (r2/k1) Status 2 (r6/k4) Etiquette 1 (r5/k4)

Abilities, Ancestry Traits & Flaws

PL 1

Abilities

Controlled - Lance* : Lower Unwieldy Rank of weapon by 1.
Lethal Weapon I - Lance : Add 2 to Post-Roll weapon damage.
Authority : Use Status instead of Persuasion.

Flaws

Obligation - Feudal Lord : Have an obligation that you must fulfill.

PL 2

Abilities

Weapon Master I & II - Lance** : Gain Level-2 Bonus Set.

PL 3

Abilities

Lethal Weapon II - Lance : Add 2 to Post-Roll weapon damage.

Equipment

PL 1

Armor

Brigandine: All (13s/11p/7b), Bulky.

Weapons

Lance: 10p, Mounted 2, Unwieldy 2*
Longsword: 4s/2p, One-Handed, Defensive 1
Kite Shield***: One-Handed, Defensive 3, Shield 3

Other

Warhorse

PL 2

Armor

Plate: All (18s/13p/8b), Bulky, Noisy, Unwieldy 3

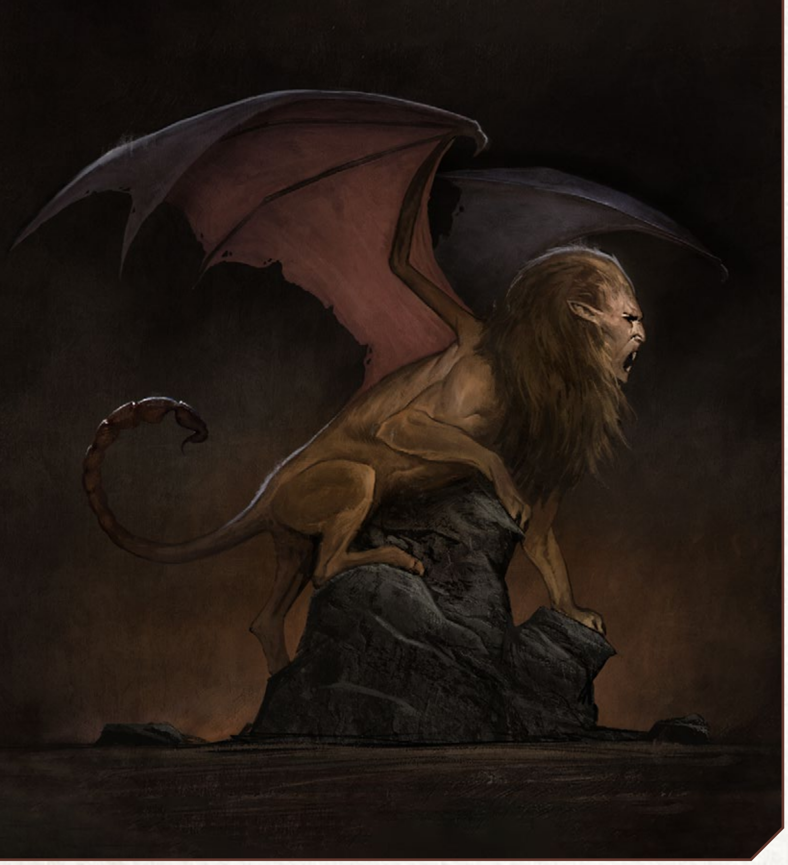
PL 3

Armor

Plate: All (19s/14p/9b), Bulky, Noisy, Unwieldy 3

Weapons

Lance: 12p, Mounted 2, Unwieldy 3



MANTICORE

Monstrous **Foe**.

Manticores are legendary animals that have the head of a man, the body of a lion, and the tail of a scorpion.

GM's Note: These creatures have a spiked tail that serves as a ranged attack. Manticores will use Charge to attack in melee from flying distance, and their tail when out of range and in the air.

Use Cases: Manticores are found in various fantasy settings.

PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: FLY/WALK, **SPEED:** 2, **SIZE:** 1

ATTRIBUTES			
PL 1	**STR:** 3, **AGI:** 4, **DEX:** 1, **END:** 3	**INT:** 2, **KNO:** 1, **SEN:** 4, **WIL:** 2	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 4, **AGI:** 5, **DEX:** 1, **END:** 4	**INT:** 3, **KNO:** 1, **SEN:** 5, **WIL:** 3	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 5, **AGI:** 6, **DEX:** 1, **END:** 5	**INT:** 3, **KNO:** 1, **SEN:** 6, **WIL:** 5	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

DEFENSES	
PL 1	**BASE:** 18, **MAGIC:** 4, **MENTAL:** 6
PL 2	**BASE:** 22, **MAGIC:** 6, **MENTAL:** 8
PL 3	**BASE:** 26, **MAGIC:** 10, **MENTAL:** 12

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL**: 14, **IL:** 7, **MTH:** 28, **TL:** 9, **FL:** 4, **ITH:** 18, **WTH:** 2
PL 2	**WL**: 18, **IL:** 9, **MTH:** 36, **TL:** 11, **FL:** 5, **ITH:** 22, **WTH:** 2
PL 3	**WL**: 23, **IL:** 11, **MTH:** 46, **TL:** 14, **FL:** 7, **ITH:** 28, **WTH:** 2

SKILLS		
PL 1		
Hand-to-Hand 2 (r5/k3) Dodge 1 (r5/k4) Exotic 2 (r6/k4) Stealth 1 (r5/k4) Resilience 1 (r4/k3) Stamina 1 (r4/k3)	Perception 1 (r5/k4) Reaction 4 (r8/k4)	
PL 2		
Hand-to-Hand 2 (r6/k4) Dodge 1 (r6/k5) Exotic 3 (r8/k5) Stealth 1 (r6/k5) Resilience 1 (r5/k4) Stamina 1 (r5/k4)	Perception 1 (r6/k5) Reaction 4 (r9/k5)	
PL 3		
Hand-to-Hand 3 (r8/k5) Dodge 1 (r7/k6) Exotic 4 (r10/k6) Stealth 1 (r7/k6) Resilience 1 (r6/k5) Stamina 1 (r6/k5)	Perception 2 (r8/k6) Reaction 5 (r11/k6)	

ABILITIES, ANCESTRY TRAITS & FLAWS
PL 1
TRAITS **NATURAL WEAPON II - SPIKED TAIL :** Gain a Natural Weapon. **NATURAL WEAPON I - BITE :** Gain a Natural Weapon.
PL 2
TRAITS **NATURAL WEAPON III - SPIKED TAIL :** Gain a Natural Weapon.
PL 3
ABILITIES **LETHAL WEAPON I - SPIKED TAIL*** **:** Add 2 to Post-Roll damage.

EQUIPMENT
PL 1
WEAPONS **BITE:** 2s, One-Handed, Light, Mortal **SPIKED TAIL:** 4p, **RoF**: 1, **Range**: 6, No Reload, Ranged, Piercing, Breach Lvl 1
PL 2
WEAPONS **SPIKED TAIL:** 6p, **RoF**: 1, **Range**: 6, No Reload, Ranged, Piercing, Breach Lvl 2
PL 3
WEAPONS **SPIKED TAIL:** 8p, **RoF**: 1, **Range**: 6, No Reload, Ranged, Piercing, Breach Lvl 2*

MAN-AT-ARMS

Ancestral **Minion**.

Men-At-Arms are the stock warriors of any medieval society. They serve as soldiers, guards, or any other generic warrior.

GM's Note: Men-At-Arms are simple warriors that excel in fighting with a spear and shield. Their Abilities give them boosts to their weapon skill, damage, and WL. You can easily replace Spears with a DEX-based skill if you want an archer, swordsman, etc.

Use Cases: They are the rank-and-file warriors of any medieval setting.

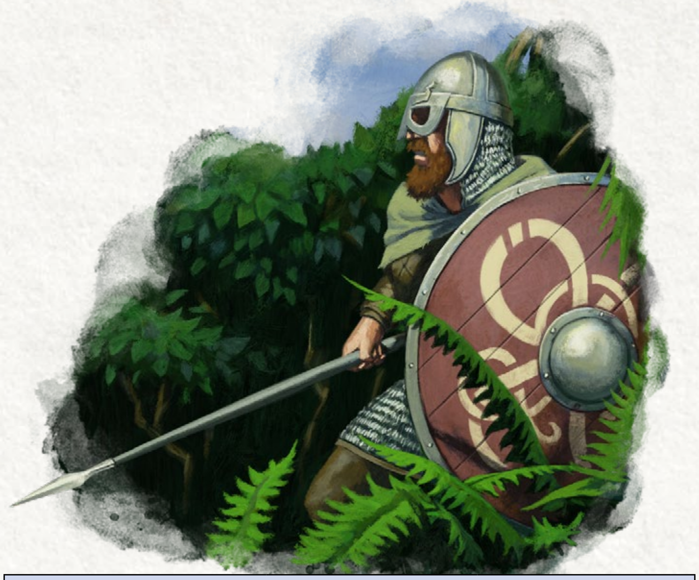
PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: WALK, **SPEED:** 1, **SIZE:** 1

ATTRIBUTES			
PL 1	**STR:** 2, **AGI:** 1, **DEX:** 4, **END:** 3	**INT:** 1, **KNO:** 1, **SEN:** 3, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 3, **AGI:** 2, **DEX:** 5, **END:** 4	**INT:** 1, **KNO:** 1, **SEN:** 4, **WIL:** 2	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 4, **AGI:** 3, **DEX:** 6, **END:** 5	**INT:** 1, **KNO:** 1, **SEN:** 5, **WIL:** 3	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

DEFENSES	
PL 1	**BASE:** 10, **MAGIC:** 2, **MENTAL:** 4
PL 2	**BASE:** 14, **MAGIC:** 4, **MENTAL:** 6
PL 3	**BASE:** 18, **MAGIC:** 6, **MENTAL:** 8

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL**: 14*, **IL:** 7, **MTH:** N/A, **TL:** 8, **FL:** 4, **ITH:** N/A, **WTH:** N/A
PL 2	**WL**: 19*, **IL:** 8, **MTH:** N/A, **TL:** 10, **FL:** 5, **ITH:**N/A, **WTH:** N/A
PL 3	**WL**: 24*, **IL:** 12, **MTH:** N/A, **TL:** 12, **FL:** 6, **ITH:** N/A, **WTH:** N/A

SKILLS		
PL 1		
Athletics 1 (r3/k2) Dodge 1 (r2/k1) Shields 1 (r6/k4) +3*** Spears 1 (r5/k4) +3* Resilience 1 (r4/k3) Stamina 1 (r4/k3)	Perception 1 (r4/k3) Reaction 1 (r4/k3)	
PL 2		
Athletics 1 (r4/k3) Dodge 1 (r3/k2) Shields 2 (r8/k5) +6*** Spears 2 (r8/k5)* Resilience 1 (r5/k4) Stamina 1 (r5/k4)	Perception 1 (r5/k4) Reaction 1 (r5/k4)	
PL 3		
Athletics 1 (r5/k4) Dodge 1 (r4/k3) Shields 3 (r10/k6) +9*** Spears 3 (r10/k6) +3* Resilience 1 (r6/k5) Stamina 1 (r6/k5)	Perception 1 (r6/k5) Reaction 1 (r6/k5)	



ABILITIES, ANCESTRY TRAITS & FLAWS
PL 1
ABILITIES **GRIT I**: Add 1 + PL to your WL. **WEAPON MASTER I - SPEAR***: Gain Level-1 Bonus Set.
PL 2
ABILITIES **MORTAL DANGER - SPEAR*****: When you give someone a Wound, also give them an Injury.
PL 3
ABILITIES **LETHAL WEAPON I - SPEAR****: Add 2 to Post-Roll damage.

EQUIPMENT
PL 1
ARMOR **CHAIN:** Head, Torso, Arms (11s/9p/7b), Noisy WEAPONS **SPEAR:** 3p/1b, Adaptable, Thrown, Piercing **KITE SHIELD*****: One-Handed, Defensive 1, Shield 3
PL 2
ARMOR **CHAIN:** Head, Torso, Arms (12s/10p/8b), Noisy WEAPONS **SPEAR:** 3p/1b, Adaptable, Thrown, Piercing (Mortal Danger)***
PL 3
ARMOR **CHAIN:** Head, Torso, Arms (13s/11p/9b), Noisy WEAPONS **SPEAR:** 5p/3b**, Adaptable, Thrown, Piercing (Mortal Danger)***

MONSTER

Monstrous **Foe**.

A generic monster that is hard to hurt and does high damage.

GM's Note: Monsters are fairly simple creatures. They hit incredibly hard, and they are hard to hurt. They react slowly in combat, and any Dodge Skill Checks have 1 Hardship. With Size 2, their Base Defense is likely compromised as well. Light hitting PCs may never get through the Monster's Impervious Trait. Breach works extremely well in this situation. Give the monster Flight instead of Walk (remember to increase Speed by 1), Burrow, or Swim to change its Mode of Movement. You can also re-skin them as big animals, just remember to change their Descriptor to Beast.

Use Cases: Monsters can be used in almost any setting where the GM feels they are appropriate.

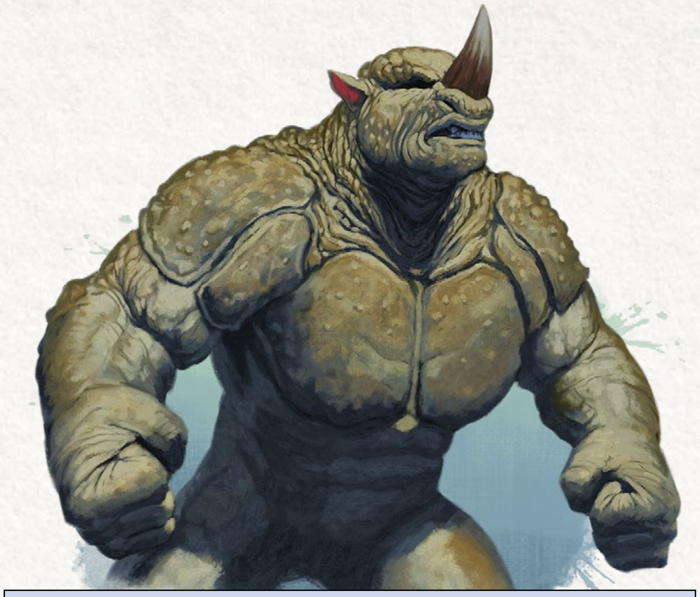
PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: WALK, **SPEED:** 1, **SIZE:** 2*

ATTRIBUTES			
PL 1	**STR:** 4, **AGI:** 3, **DEX:** 1, **END:** 4	**INT:** 2, **KNO:** 2, **SEN:** 2, **WIL:** 2	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 5, **AGI:** 4, **DEX:** 1, **END:** 5	**INT:** 2, **KNO:** 3, **SEN:** 3, **WIL:** 3	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:**6, **AGI:** 5, **DEX:** 1, **END:** 6	**INT:** 2, **KNO:** 4, **SEN:** 4, **WIL:** 4	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

DEFENSES	
PL 1	**BASE:** 5*, **MAGIC:** 4, **MENTAL:** 8
PL 2	**BASE:** 9*, **MAGIC:** 6, **MENTAL:** 10
PL 3	**BASE:** 13*, **MAGIC:** 8, **MENTAL:** 12

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL:** 16, **IL:** 8, **MTH:** 32, **TL:** 10, **FL:** 5, **ITH:** 20, **WTH:** 2
PL 2	**WL:** 21, **IL:** 10, **MTH:** 42, **TL:** 12, **FL:** 6, **ITH:** 24, **WTH:** 2
PL 3	**WL:** 25, **IL:** 12, **MTH:** 50, **TL:** 14, **FL:** 7, **ITH:** 28, **WTH:** 2

SKILLS		
PL 1		
Hand-to-Hand 3 (r7/k4) Resilience 1 (r5/k4) Stamina 2 (r6/k4)	Perception 2 (r4/k2) Reaction 1 (r3/k2) Courage 1 (r3/k2) Fortitude 1 (r3/k2)	Intimidation 1 (r2/k1)
PL 2		
Hand-to-Hand 4 (r9/k5) Resilience 2 (r7/k5) Stamina 3 (r8/k5)	Perception 3 (r6/k3) Reaction 1 (r4/k3) Courage 1 (r4/k3) Fortitude 1 (r4/k3)	Intimidation 1 (r2/k1)
PL 3		
Hand-to-Hand 4 (r10/k6) Resilience 2 (r8/k6) Stamina 3 (r9/k6)	Perception 3 (r7/k4) Reaction 1 (r5/k4) Courage 1 (r5/k4) Fortitude 2 (r5/k4)	Intimidation 1 (r2/k1)



ABILITIES, ANCESTRY TRAITS & FLAWS

PL 1

TRAITS
BIG I*: +1 Size.
IMPERVIOUS II** : +4 x PL x Level to AR on all Locations.
NATURAL WEAPON II : Gain a Natural Weapon.

FLAWS
DITHER*** : 1 Hardship to Reaction Skill Checks.
CLUMSY : 1 Hardship to all Agility-based Skill Checks.

PL 2

TRAITS
NATURAL WEAPON III : Gain a Natural Weapon.

PL 3

TRAITS
IMPERVIOUS III** : +4 x PL x Level to AR on all Locations.

EQUIPMENT

PL 1

WEAPONS
BITE: 8p*, One-Handed, Mortal, Piercing

ARMOR
SCALES**: All (8s/8p/8b/8o)

PL 2

WEAPONS
BITE: 12p*, One-Handed, Mortal, Piercing, Reach

ARMOR
SCALES**: All (16s/16p/16b/16o)

PL 3

ARMOR
SCALES**: All (32s/32p/32b/32o)

NECROMANCER

Ancestral **Foe**.

Necromancers raise the dead and curse their enemies.

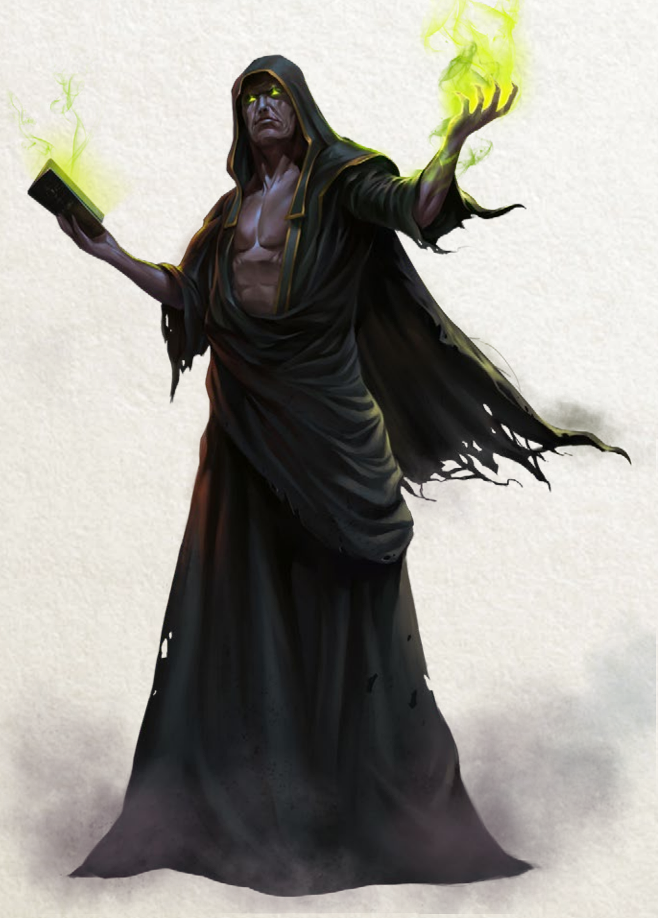
GM's Note: Raise Dead is a powerful, but situational spell, that necromancers can use to cause terrible harm. Necromancers are often times accompanied by cultists or other undead that they have raised previously. In direct combat, they will use Curse to debuff characters while their minions join in direct combat.

Use Cases: Necromancers are typical in fantasy settings where undead are prevalent.

PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: WALK, **SPEED:** 1, **SIZE:** 1

ATTRIBUTES			
PL 1 (FATE 3)	**STR:** 1, **AGI:** 1, **DEX:** 1, **END:** 1	**INT:** 3, **KNO:** 3, **SEN:** 1, **WIL:** 3	**PRE:** 1, **EMP:** 4, **COM:** 1, **INF:** 1
PL 2 (FATE 4)	**STR:** 1, **AGI:** 2, **DEX:** 1, **END:** 1	**INT:** 4, **KNO:** 4, **SEN:** 1, **WIL:** 4	**PRE:** 1, **EMP:** 5, **COM:** 1, **INF:** 1
PL 3 (FATE 5)	**STR:** 1, **AGI:** 3, **DEX:** 1, **END:** 1	**INT:** 5, **KNO:** 5, **SEN:** 1, **WIL:** 5	**PRE:** 1, **EMP:** 6, **COM:** 1, **INF:** 1

DEFENSES	
PL 1	**BASE:** 4, **MAGIC:** 16, **MENTAL:** 18
PL 2	**BASE:** 8, **MAGIC:** 20, **MENTAL:** 22
PL 3	**BASE:** 10, **MAGIC:** 26, **MENTAL:** 28



PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL:** 10, **IL:** 5, **MTH:** 20, **TL:** 15, **FL:** 7, **ITH:** 30, **WTH:** 2
PL 2	**WL:** 12, **IL:** 6, **MTH:** 24, **TL:** 18, **FL:** 9, **ITH:** 36, **WTH:** 2
PL 3	**WL:** 14, **IL:** 7, **MTH:** 28, **TL:** 22, **FL:** 11, **ITH:** 44, **WTH:** 2

SKILLS		
PL 1		
	Sciences 1 (r4/k3) Craft 1 (r4/k3) Lore 1 (r4/k3) Courage 2 (r5/k3) Fortitude 2 (r5/k3)	Essence 4 (r8/k4) ***Focus 2 (r5/k3)***
PL 2		
Dodge 1 (r3/k2)	Sciences 1 (r5/k4) Craft 1 (r5/k4) Lore 1 (r5/k4) Courage 2 (r6/k4) Fortitude 3 (r7/k4)	Essence 4 (r9/k5) ***Focus 2 (r6/k4)***
PL 3		
Dodge 1 (r4/k3)	Sciences 1 (r6/k5) Craft 1 (r6/k5) Lore 1 (r6/k5) Courage 3 (r8/k5) Fortitude 4 (r9/k5)	Essence 5 (r11/k6)* ***Focus 3 (r8/k5)***

ABILITIES, ANCESTRY TRAITS & FLAWS
PL 1
ABILITIES **SPELL - RAISE DEAD**: Gain the Raise Dead Spell. **SPELL - CURSE**: Gain the Curse Spell.
PL 2
ABILITIES **POWERFUL MAGIC - SOUL***: May increase a Valid Effect 1 Level for Free.
PL 3
ABILITIES **LUCKY - ESSENCE****: Reroll 1s on Skill Checks.

SPELLS
PL 1 - 3

RAISE DEAD (SPELL)* :
- Potency (Lvl 1): Give 1 Dead Creature the Undead Descriptor. They obey you without question.
- Duration (Lvl 1): 10 AP. (+5 AP per Level)
- Range (Lvl 1): Touch. (+4 hex/unit per Level)
- Targets (Lvl 1): 1. (+1 per Level)

CURSE (SPELL)* :
- Potency (Lvl 1): Adds 1 hardships to the target's Skill Check. (+10 Hardships per Level)
- Duration (Lvl 1): Next Skill Check.
- Range (Lvl 1): Touch. (+2 hexes/units per Level)
- Targets (Lvl 1): 1. (+1 per Level)

SKELETONS

Undead **Minions.**

Skeletal warriors are reanimated bones. They follow the orders of whatever raised them without any sentient thought.

GM's Note: Skeletons are fairly frail but attack quickly with their Fast (Standard Attack) Ability. They can quickly overwhelm targets with gaining an advantage of AP on the Combat Track. They do Mortal damage with either their bow or longsword, depending on what the GM decides, and they have a bonus to their attacks at PL 3.

Use Cases: These skeletons are designed for fantasy environments, but changing their gear can modify their use for other genres.

PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: WALK, **SPEED:** 1, **SIZE:** 1

ATTRIBUTES			
PL 1	**STR:** 4, **AGI:** 4, **DEX:** 1, **END:** 3	**INT:** 1, **KNO:** 1, **SEN:** 3, **WIL:** 3	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 5, **AGI:** 5, **DEX:** 2, **END:** 4	**INT:** 1, **KNO:** 1, **SEN:** 4, **WIL:** 4	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 6, **AGI:** 6, **DEX:** 3, **END:** 5	**INT:** 1, **KNO:** 1, **SEN:** 5, **WIL:** 5	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

DEFENSES	
PL 1	**BASE:** 8, **MAGIC:** 2, **MENTAL:** 4*
PL 2	**BASE:** 14, **MAGIC:** 2, **MENTAL:** 4*
PL 3	**BASE:** 18, **MAGIC:** 4, **MENTAL:** 6*

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL**: 13, **IL:** 6, **MTH:** N/A, **TL:** 8*, **FL:** 4*, **ITH:** N/A, **WTH:** N/A
PL 2	**WL**: 17, **IL:** 8, **MTH:** N/A, **TL:** 9*, **FL:** 4*, **ITH:**N/A, **WTH:** N/A
PL 3	**WL**: 22, **IL:** 11, **MTH:** N/A, **TL:** 11*, **FL:** 5*, **ITH:** N/A, **WTH:** N/A

SKILLS		
PL 1		
Athletics 1 (r4/k3) Bows 1 (r5/k4) Shields 1 (r6/k4) +3*** Swords 1 (r5/k4) Dodge 1 (r3/k2) Resilience 1 (r4/k3)	Reaction 1 (r2/k1) Fortitude 1 (r2/k1)	
PL 2		
Athletics 1 (r5/k4) Bows 1 (r6/k5) Shields 1 (r7/k5) +6*** Swords 1 (r7/k5) Dodge 1 (r4/k3) Resilience 2 (r6/k4)	Reaction 1 (r4/k3) Fortitude 1 (r2/k1)	
PL 3		
Athletics 1 (r6/k5) Bows 1 (r7/k6) Shields 1 (r8/k6) +12***/**** Swords 3 (r9/k6) Dodge 1 (r5/k4) Resilience 3 (r8/k5)	Reaction 1 (r5/k4) Fortitude 1 (r3/k2)	

ABILITIES, ANCESTRY TRAITS & FLAWS

PL 1

TRAITS

UNDEAD I* : Some Hazards have no affect on you. Never make Falter rolls. Cannot suffer Mental Damage.

ABILITIES

FAST - STANDARD ATTACK : Selected Action requires 1 less AP to perform.

PL 2

ABILITIES

MORTAL DANGER - BOW OR LONGSWORD** : When you give someone a Wound, also give them an Injury.

PL 3

ABILITIES

SKILLED - SHIELDS**** : Add a Level-0 Bonus Set to Skill Checks with this skill.

EQUIPMENT

PL 1

ARMOR

CHAIN: Head, Torso (11s/9p/7b), Noisy

WEAPONS

LONGSWORD: 4s/2p, One-Handed, Defensive 1
BOW: 4p, Two-Handed, Piercing, Ranged, No Reload
KITE SHIELD***: One-Handed, Defensive 1, Shield 3

PL 2

ARMOR

CHAIN: Head, Torso, Arms (12s/10p/8b), Noisy

WEAPONS

LONGSWORD: 4s/2p, One-Handed, Defensive 1, Mortal Danger**
BOW: 4p, **RoF:** 1, **Range:** 8, Two-Handed, Piercing, Ranged, No Reload, Mortal Danger**

PL 3

ARMOR

CHAIN: Head, Torso, Arms (13s/11p/9b), Noisy

WEAPONS

KITE SHIELD*/******: One-Handed, Defensive 1, Shield 3

SORCERER

Ancestral **Foe**.

Sorcerers are magic users focusing on offensive and defensive magic.

GM's Note: Sorcerers primarily use their offensive magic to injure enemies. These Adversaries use the Harness Skill, so GMs can swap any Cosmos or Force Spell to wield whatever magic they prefer. Sorcerers work best at range, increasing their Range effect for Energy Attack particularly.

Use Cases: Sorcerers are often used in fantasy settings, but sci-fantasy, or any sort of genres that supports overt magic could use them.

PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: WALK, **SPEED:** 1, **SIZE:** 1

ATTRIBUTES			
PL 1 (FATE 3)	**STR:** 1, **AGI:** 3, **DEX:** 1, **END:** 1	**INT:** 2, **KNO:** 3, **SEN:** 2, **WIL:** 4	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2 (FATE 4)	**STR:** 1, **AGI:** 4, **DEX:** 1, **END:** 1	**INT:** 3, **KNO:** 4, **SEN:** 3, **WIL:** 5	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3 (FATE 5)	**STR:** 1, **AGI:** 4, **DEX:** 1, **END:** 2	**INT:** 4, **KNO:** 5, **SEN:** 4, **WIL:** 6	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

DEFENSES	
PL 1	**BASE:** 14, **MAGIC:** 18, **MENTAL:** 10
PL 2	**BASE:** 18, **MAGIC:** 22, **MENTAL:** 12
PL 3	**BASE:** 20, **MAGIC:** 28, **MENTAL:** 14

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL**: 11, **IL:** 5, **MTH:** 22, **TL:** 11, **FL:** 5, **ITH:** 22, **WTH:** 2
PL 2	**WL**: 13, **IL:** 6, **MTH:** 26, **TL:** 13, **FL:** 6, **ITH:** 26, **WTH:** 2
PL 3	**WL**: 16, **IL:** 8, **MTH:** 32, **TL:** 15, **FL:** 7, **ITH:** 30, **WTH:** 2

SKILLS		
PL 1		
Dodge 2 (r5/k3) Stamina 1 (r2/k1)	Arcana 1 (r3/k2) Lore 2 (r5/k3) Fortitude 1 (r5/k4) Harness 4 (r8/k4)	***Focus 2 (r5/k3)***
PL 2		
Bludgeons 1 (r2/k1) Dodge 2 (r6/k4) Stamina 1 (r2/k1)	Arcana 1 (r4/k3) Lore 2 (r6/k4) Fortitude 2 (r7/k5) Harness 5 (r10/k5)	***Focus 2 (r6/k4)***
PL 3		
Bludgeons 1 (r2/k1) Dodge 2 (r6/k4) Stamina 1 (r3/k2)	Arcana 1 (r5/k4) Lore 2 (r7/k5) Fortitude 3 (r9/k6) Harness 6 (r12/k6)	***Focus 3 (r8/k5)***

ABILITIES, ANCESTRY TRAITS & FLAWS
PL 1
ABILITIES **SPELL - ENERGY ATTACK** : Gain the Energy Attack Spell. **SPELL - TEMPEST** : Gain the Tempest Spell.
PL 2
ABILITIES **SPELL - BLINDING LIGHT** : Gain the Blinding Light Spell.
PL 3
ABILITIES **SPELL - MAGICAL SHIELD** : Gain the Magical Shield Spell.

SPELLS
PL 1
ENERGY ATTACK (SPELL) : • Potency (Lvl 1): 5 Other Damage. (+5 per Level) • Duration (Lvl 1): Instant. • Range (Lvl 1): Touch. (+2 hex/unit per Level) • Targets (Lvl 1): 1. (+1 per Level) **TEMPEST (SPELL)** : • Potency (Lvl 1): 3 Other Damage, Explosive 1 (+1 damage or +1 Explosive per Level). • Duration (Lvl 1): Instant. • Range (Lvl 1): 4 hexes/units. (+4 hexes/units per Level) • Targets (Lvl 1): 1. (+1 per Level)
PL 2
BLINDING LIGHT (SPELL) : • Potency (Lvl 1): 1 Sensory Impediment. (+1 per Level) • Duration (Lvl 1): Next Skill Check. (+1 Skill Check per Level) • Range (Lvl 1): 4 hexes/units. (+4 hex/unit per Level) • Targets (Lvl 1): 1 hex/unit. (+1 hex/units per Level)
PL 3
MAGICAL SHIELD (SPELL) : • Potency (Lvl 1): 5 AR to all Aspects. (+5 AR per Level) • Duration (Lvl 1): 3 AP. (+3 AP per Level) • Range (Lvl 1): Touch. (+2 hex/unit per Level) • Targets (Lvl 1): 1. (+1 per Level)

EQUIPMENT
PL 1 -3
WEAPONS **STAFF:** 1b, Two-Handed, Defensive 2

SPIDER

Beast **Minion**.

Spiders are small and poisonous creatures which may poison those they encounter. Long term illness can occur if such poisons are not treated.

GM's Note: Spiders can do almost no damage to anyone without the Small Ancestry Trait. However, they can poison characters which may cause Wounds and Injuries over time. These Minions should be grouped into Mobs, which will increase their chances of hitting substantially.

Use Cases: If you need poisonous spiders, look no further.

PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: CLIMB/WALK, **SPEED:** 1, **SIZE:** 1 (SMALL)

ATTRIBUTES			
PL 1	**STR:** 4, **AGI:** 4, **DEX:** 1, **END:** 1	**INT:** 1, **KNO:** 1, **SEN:** 3, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 4, **AGI:** 5, **DEX:** 1, **END:** 3	**INT:** 1, **KNO:** 1, **SEN:** 5, **WIL:** 2	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 4, **AGI:** 6, **DEX:** 1, **END:** 5	**INT:** 1, **KNO:** 1, **SEN:** 6, **WIL:** 4	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

DEFENSES	
PL 1	**BASE:** 17*, **MAGIC:** 2, **MENTAL:** 4
PL 2	**BASE:** 29*/**, **MAGIC:** 4, **MENTAL:** 6
PL 3	**BASE:** 37*/**, **MAGIC:** 8, **MENTAL:** 10

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL:** 11, **IL:** 5, **MTH:** N/A, **TL:** 8, **FL:** 4, **ITH:** N/A, **WTH:** N/A
PL 2	**WL:** 15, **IL:** 7, **MTH:** N/A, **TL:** 10, **FL:** 5, **ITH:** N/A, **WTH:** N/A
PL 3	**WL:** 20, **IL:** 10, **MTH:** N/A, **TL:** 19, **FL:** 8, **ITH:** N/A, **WTH:** N/A

SKILLS		
PL 1		
Hand-to-Hand 1 (r5/k4) Acrobatics 1 (r5/k4) Dodge 1 (r5/k4) Stealth 1 (r5/k4)	Perception 1 (r4/k3) Reaction 1 (r4/k3) Fortitude 1 (r2/k1)	Intimidation 1 (r2/k1)
PL 2		
Hand-to-Hand 2 (r6/k4) Acrobatics 1 (r6/k5) Dodge 2 (r7/k5) Stealth 1 (r6/k5)	Perception 1 (r6/k5) Reaction 1 (r6/k5) Fortitude 1 (r3/k2)	Intimidation 1 (r2/k1)
PL 3		
Hand-to-Hand 3 (r7/k4) Acrobatics 1 (r7/k6) Dodge 3 (r9/k6) Stealth 1 (r7/k6)	Perception 1 (r7/k6) Reaction 1 (r7/k6) Fortitude 1 (r5/k4)	Intimidation 1 (r2/k1)

ABILITIES, ANCESTRY TRAITS & FLAWS
PL 1
TRAITS **CLIMB :** May change Mode of Movement to Climb. **NATURAL WEAPON II :** Gain a Natural Weapon. **SMALL* :** You are harder to hit but do less damage. *FLAWS* **SENSITIVITY (FIRE) :** Suffer 1 Hardships near fire.
PL 2
ABILITIES **HARD TO HIT I** :** Gain 1 + PL to Base Defense.
PL 3
ABILITIES **HARD TO HIT II** :** Gain 1 + PL to Base Defense.

EQUIPMENT
PL 1-3
WEAPONS **BITE:** 0p, One-Handed, Light, Piercing, Poison (Hazard Rank 3, Persistent)

Troll

Monstrous **Foe**.

Trolls are strange creatures that reside in the dark places of the world. They attack anything that they believe can serve as their next meal, but are petrified of fire which burns their flesh as if it were kindling. Typically, these creatures regenerate from injuries quickly, making them a dangerous foe indeed.

GM's Note: Trolls constantly use Regeneration and apply Impervious. This makes them difficult to hurt. However, they are Size 2, which makes them easier to hit against typical Size 1 characters. Remember to alter their Base Defense against equal size opponents. Their offense relies on their Natural Weapon. Their true weakness is fire, which triggers their Sensitivity and Ancestry Limitation (Impervious).

GM's Note: Many fantasy settings have a variety of trolls.

Personal Characteristics
Mode of Movement: Walk, **Speed:** 1, **Size:** 2

Attributes			
PL 1	**STR:** 4, **AGI:** 1, **DEX:** 1, **END:** 4	**INT:** 1, **KNO:** 1, **SEN:** 3, **WIL:** 3	**PRE:** 3, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 5, **AGI:** 2, **DEX:** 1, **END:** 5	**INT:** 1, **KNO:** 1, **SEN:** 4, **WIL:** 4	**PRE:** 4, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 6, **AGI:** 3, **DEX:** 1, **END:** 6	**INT:** 1, **KNO:** 1, **SEN:** 5, **WIL:** 5	**PRE:** 5, **EMP:** 1, **COM:** 1, **INF:** 1

Defenses	
PL 1	**Base:** 3*, **Magic:** 6, **Mental:** 10
PL 2	**Base:** 7*, **Magic:** 8, **Mental:** 12
PL 3	**Base:** 11*, **Magic:** 10, **Mental:** 14

Physical & Mental Characteristics	
PL 1	**WL**: 17, **IL:** 8, **MTH:** 34, **TL:** 13, **FL:** 6, **ITH:** 26, **WTH:** 2
PL 2	**WL**: 22, **IL:** 11, **MTH:** 44, **TL:** 16, **FL:** 8, **ITH:** 32, **WTH:** 2
PL 3	**WL**: 26, **IL:** 13, **MTH:** 52, **TL:** 19, **FL:** 9, **ITH:** 38, **WTH:** 2

Skills		
PL 1		
Hand-to-Hand 1 (r5/k4) Recovery 2 (r6/k4) Resilience 1 (r5/k4) Stamina 1 (r5/k4)	Perception 2 (r5/k3) Courage 1 (r4/k3) Fortitude 1 (r4/k3)	Intimidation 3 (r6/k3)
PL 2		
Hand-to-Hand 2 (r8/k5) Recovery 2 (r7/k5) Resilience 2 (r7/k5) Stamina 1 (r6/k5)	Perception 2 (r6/k4) Courage 1 (r5/k4) Fortitude 2 (r6/k4)	Intimidation 4 (r8/k4)
PL 3		
Hand-to-Hand 3 (r9/k6) Recovery 2 (r8/k6) Resilience 2 (r8/k6) Stamina 1 (r7/k6)	Perception 3 (r8/k5) Courage 1 (r6/k5) Fortitude 2 (r7/k5)	Intimidation 4 (r9/k5)

Abilities, Ancestry Traits & Flaws

PL 1

Traits
Regeneration 1 : Recovery Skill Check to heal Injuries.
Impervious 1 : +4 x PL to AR for all Aspects.
Natural Weapon I : Gain a Natural Weapon.
Big 1* : +1 Size .

Flaws
Sensitivity (Fire) : Suffer 1 Hardships near fire.
Ancestry Limitation - Impervious (Fire)** : Impervious does not work against Fire.

PL 2

Traits
~~**Regeneration 1**~~
Regeneration 2 : Recovery Skill Check to heal Wounds.

PL 3

Traits
Natural Weapon 2 : Your Natural Weapon gains Damage, Qualities, or Equipment Effects.

Equipment

PL 1

Armor
Impervious: All (4s/4p/4b/4o)

Weapons
Claw & Bite: 4s, One-Handed, Grapple, Light

PL 2

Armor
Impervious: All (8s/8p/8b/8o)

PL 3

Armor
Impervious: All (12s/12p/12b/12o)

Weapons
Claw & Bite: 8s, One-Handed, Grapple, Light, Mortal

WARHORSE

Beast **Minion**.

Warhorses are stout in combat. Trained for the chaos of battle, these mounts do not scare easily.

GM's Note: Warhorses are suitable mounts for most warriors. To make them more common, simply remove the barding and even their Natural Weapon. These Warhorses are Minions, and as such are prone to deadly damage.

Use Cases: Modify Warhorses to any setting where horses are used as needed.

Personal Characteristics
Mode of Movement: Walk, **Speed:** 2, **Size:** 2

Attributes			
PL 1	**STR:** 4, **AGI:** 2, **DEX:** 1, **END:** 4	**INT:** 1, **KNO:** 1, **SEN:** 1, **WIL:** 2	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 5, **AGI:** 3, **DEX:** 1, **END:** 5	**INT:** 1, **KNO:** 1, **SEN:** 3, **WIL:** 3	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 6, **AGI:** 4, **DEX:** 1, **END:** 6	**INT:** 1, **KNO:** 1, **SEN:** 4, **WIL:** 5	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

Defenses	
PL 1	**Base:** 3*, **Magic:** 4, **Mental:** 8
PL 2	**Base:** 9*, **Magic:** 6, **Mental:** 10
PL 3	**Base:** 13*, **Magic:** 10, **Mental:** 14

Physical & Mental Characteristics	
PL 1	**WL**: 16, **IL:** 8, **MTH:** N/A, **TL:** 10, **FL:** 5, **ITH:** N/A, **WTH:** N/A
PL 2	**WL**: 21, **IL:** 10, **MTH:** N/A, **TL:** 12, **FL:** 6, **ITH:** N/A, **WTH:** N/A
PL 3	**WL**: 31***, **IL:** 15, **MTH:** N/A, **TL:** 15, **FL:** 7, **ITH:** N/A, **WTH:** N/A

Skills		
PL 1		
Athletics 1 (r6/k4) Hand-to-Hand 1 (r5/k4) Dodge 1 (r3/k2) Resilience 1 (r5/k4) Stamina 1 (r5/k4)	Perception 1 (r2/k1) Reactions 1 (r2/k1) Courage 1 (r3/k2)	
PL 2		
Athletics 2 (r7/k5) Hand-to-Hand 1 (r6/k5) Dodge 1 (r4/k3) Resilience 2 (r7/k5) Stamina 1 (r6/k5)	Perception 1 (r4/k3) Reactions 1 (r4/k3) Courage 1 (r4/k3)	
PL 3		
Athletics 2 (r8/k6) Hand-to-Hand 1 (r7/k6) Dodge 1 (r5/k4) Resilience 3 (r9/k6) Stamina 2 (r8/k6)	Perception 1 (r5/k4) Reactions 1 (r5/k4) Courage 1 (r6/k5)	

Abilities, Ancestry Traits & Flaws
PL 1
Traits **Big I***: +1 to Size. **Fast****: +1 to Speed. Natural Weapon : Gain a Natural Weapon.
PL 2
Abilities **Zig-Zag** : Penalty to hit you after the Run action is -6 instead of -3.
PL 3
Abilities **Grit I******: Add 1 + PL to your WL.

Equipment
PL 1
Weapons **Hooves & Bite:** 4b*, One-Handed, Reach *Armor* **Heavy Barding:** All (11s/9p/7b), Noisy
PL 2
Armor **Heavy Barding:** All (12s/10p/8b), Noisy
PL 3
Armor **Heavy Barding:** All (13s/10p/8b), Noisy

WOLF/HOUND

Beast **Minion**.

Wolves and hounds are either trained or wild. They are quick to act and can be deadly in packs.

GM's Note: Wolves and hounds are quick to act, using Keen to grant them an advantage on Initiative Rolls. For wolves particularly, attempt ambush PCs if possible. For multiple Minions, grappling with one unit and attacking with another is always a viable tactic.

Use Cases: Any setting where wolves or dogs could exist.

Personal Characteristics
Mode of Movement: Walk, **Speed:** 1, **Size:** 1

ATTRIBUTES			
PL 1	**STR:** 1, **AGI:** 2, **DEX:** 1, **END:** 2	**INT:** 1, **KNO:** 1, **SEN:** 3, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 5, **AGI:** 4, **DEX:** 1, **END:** 4	**INT:** 1, **KNO:** 1, **SEN:** 5, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 6, **AGI:** 5, **DEX:** 1, **END:** 5	**INT:** 1, **KNO:** 1, **SEN:** 6, **WIL:** 3	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

DEFENSES	
PL 1	**BASE:** 12, **MAGIC:** 2, **MENTAL:** 4
PL 2	**BASE:** 20, **MAGIC:** 2, **MENTAL:** 4
PL 3	**BASE:** 24, **MAGIC:** 6, **MENTAL:** 8

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL**: 13, **IL:** 6, **MTH:** N/A, **TL:** 8, **FL:** 4, **ITH:** N/A, **WTH:** N/A
PL 2	**WL**: 17, **IL:** 8, **MTH:** N/A, **TL:** 9, **FL:** 5, **ITH:**N/A, **WTH:** N/A
PL 3	**WL**: 22, **IL:** 11, **MTH:** N/A, **TL:** 12, **FL:** 6, **ITH:** N/A, **WTH:** N/A

SKILLS		
PL 1		
Athletics 1 (r5/k4) Hand-to-Hand 1 (r5/k4) Dodge 1 (r3/k2) Stealth 1 (r3/k2) Resilience 1 (r3/k2) Stamina 1 (r3/k2)	Perception 1 (r4/k3) Reaction 1 (r4/k3) +3*	
PL 2		
Athletics 1 (r6/k5) Hand-to-Hand 1 (r6/k5) Dodge 1 (r5/k4) Stealth 1 (r5/k4) Resilience 1 (r5/k4) Stamina 1 (r5/k4)	Perception 2 (r7/k5) Reaction 2 (r8/k5) +3**	
PL 3		
Athletics 1 (r7/k6) Hand-to-Hand 2 (r8/k6) Dodge 1 (r6/k5) Stealth 2 (r7/k5) Resilience 1 (r6/k5) Stamina 1 (r6/k5)	Perception 2 (r8/k6) Reaction 2 (r10/k6)**	

ABILITIES, ANCESTRY TRAITS & FLAWS
PL 1
ABILITIES **KEEN I*** **:** You gain a Level-1 Bonus Set on Initiative Rolls. **QUICK MOVEMENT :** After Initiative is rolled, you may move up to 3 hexes/units for free. *TRAITS* **NATURAL WEAPON I :** Gain a Natural Weapon.
PL 2
ABILITIES ~~**KEEN I**~~ **KEEN II**** **:** You gain a Level-2 Bonus Set on Initiative Rolls.
PL 3
ABILITIES **GRAPPLER :** You gain a Level-1 Bonus Set when Grappling.

EQUIPMENT
PL 1-3
WEAPONS **BITE:** 2s, One-Handed, Light, Grapple

ZOMBIE

Undead **Minion.**

Zombies are mindless undead with an insatiable hunger for flesh. They can pass their disease on to others with a single bite.

GM's Note: Zombies present a terrible danger due to their Transference Ancestry Trait, which can turn someone bitten into a Zombie. By themselves, Zombies should be easy to defeat, but in multiples they present very serious problems. The GMs may consider having Zombies Grapple characters, then others can bite them if they are being impeded in a grapple. Zombies can also be placed in Mobs to make them more effective.

Use Cases: Zombies have been portrayed in every conceivable genre or setting. If you want Zombies, use these for your slow, mindless, contageous flesh eaters.

PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: WALK, **SPEED:** 1, **SIZE:** 1

ATTRIBUTES			
PL 1	**STR:** 4, **AGI:** 1, **DEX:** 1, **END:** 4	**INT:** 1, **KNO:** 1, **SEN:** 3, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 5, **AGI:** 2, **DEX:** 1, **END:** 5	**INT:** 1, **KNO:** 1, **SEN:** 4, **WIL:** 3	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 6, **AGI:** 3, **DEX:** 1, **END:** 6	**INT:** 1, **KNO:** 1, **SEN:** 5, **WIL:** 5	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

DEFENSES	
PL 1	**BASE:** 10, **MAGIC:** 2, **MENTAL:** 4*
PL 2	**BASE:** 14, **MAGIC:** 6, **MENTAL:** 8*
PL 3	**BASE:** 18, **MAGIC:** 10, **MENTAL:** 12*

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL**: 15, **IL:** 7, **MTH:** N/A, **TL:** 8*, **FL:** 4*, **ITH:** N/A, **WTH:** N/A
PL 2	**WL**: 21, **IL:** 10, **MTH:** N/A, **TL:** 11*, **FL:** 5*, **ITH:** N/A, **WTH:** N/A
PL 3	**WL**: 26, **IL:** 13, **MTH:** N/A, **TL:** 14*, **FL:** 7, **ITH:** N/A, **WTH:** N/A

SKILLS		
PL 1		
Athletics 1 (r5/k4) Hand-to-Hand 1 (r5/k4) Dodge 1 (r2/k1) Resilience 1 (r5/k4) Stamina 1 (r5/k4)	Perception 1 (r4/k3) Reaction 1 (r4/k3) Fortitude 1 (r2/k1)	
PL 2		
Athletics 1 (r6/k5) Hand-to-Hand 2 (r7/k5) Dodge 1 (r3/k2) Resilience 2 (r7/k5) Stamina 1 (r6/k5)	Perception 1 (r5/k4) Reaction 1 (r5/k4) Fortitude 1 (r4/k3)	
PL 3		
Athletics 1 (r7/k6) Hand-to-Hand 2 (r8/k6) Dodge 1 (r4/k3) Resilience 2 (r8/k6) Stamina 1 (r7/k6)	Perception 2 (r7/k5) Reaction 2 (r7/k5) Fortitude 1 (r6/k5)	

ABILITIES, ANCESTRY TRAITS & FLAWS
PL 1
TRAITS **NATURAL WEAPON I:** Gain a Natural Weapon. **UNDEAD II*:** Some Hazards have no affect on you. Never make Falter rolls. Cannot suffer Mental Damage. Those that see you take a Rank 2 Hazard from Fear. **TRANSFERENCE I - NATURAL WEAPON [FORTITUDE]:** May transfer all Level-1 Traits and Flaws to victim. Hard Skill Check to avoid. *FLAWS* **SLOW:** Movement Actions cost an additional 1 AP..
PL 2
TRAITS **NATURAL WEAPON II:** Gain a Natural Weapon.
PL 3
TRAITS ~~**TRANSFERENCE I**~~ **TRANSFERENCE II - NATURAL WEAPON [FORTITUDE]:** May transfer all Level-2 Traits and Flaws to victim. Hard Skill Check to avoid.

EQUIPMENT
PL 1
WEAPONS **NATURAL WEAPON:** 2s, One-Handed, Light, Grapple
PL 2-3
WEAPONS **NATURAL WEAPON:** 4s, One-Handed, Light, Grapple, Slashing

SCI-FI/MODERN

This category is for sci-fi and modern games. The GM should select whatever Adversaries they need that is listed within this category for ready-made NPCs and opponents.

ANDROID

Ancestral **Foe**.

Androids are machines in the skin of a different creature. They have otherworldly strength, endurance, and intelligence.

GM's Note: These androids are simple machines, but have been built for security and computer espionage. Use them with computer systems and up close pummeling PCs with their hands.

Use Cases: Androids are suitable for high-tech sci-fi settings.

PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: WALK, **SPEED:** 1, **SIZE:** 1

ATTRIBUTES			
PL 1	**STR:** 4, **AGI:** 3, **DEX:** 1, **END:** 4	**INT:** 3, **KNO:** 3, **SEN:** 1, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 5, **AGI:** 4, **DEX:** 1, **END:** 5	**INT:** 4, **KNO:** 4, **SEN:** 2, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 6, **AGI:** 5, **DEX:** 1, **END:** 6	**INT:** 5, **KNO:** 5, **SEN:** 3, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

DEFENSES	
PL 1	**BASE:** 10, **MAGIC:** 2, **MENTAL:** 4*
PL 2	**BASE:** 14, **MAGIC:** 2, **MENTAL:** 4***
PL 3	**BASE:** 18, **MAGIC:** 2, **MENTAL:** 4*

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL**: 15, **IL:** 7, **MTH:** 30, **TL:** 8*, **FL:** 4*, **ITH:** 16*, **WTH:** 2
PL 2	**WL**: 18, **IL:** 9, **MTH:** 36, **TL:** 9****, **FL:** 4****, **ITH:** 18****, **WTH:** 2
PL 3	**WL**: 21, **IL:** 10, **MTH:** 42, **TL:** 10****, **FL:** 5****, **ITH:** 20****, **WTH:** 2

SKILLS		
PL 1		
Athletics 2 (r6/k4) Hand-to-Hand 2 (r6/k4) +3*** Dodge 1 (r4/k3) Resilience 1 (r5/k4) Stamina 1 (r5/k4)	Hacking 1 (r4/k3) Sciences 1 (r4/k3) Lore 1 (r4/k3) Sysops 2 (r5/k3)*	

PL 2		
Athletics 3 (r8/k5) Hand-to-Hand 3 (r9/k5) *** Dodge 1 (r5/k4) Resilience 1 (r6/k5) Stamina 1 (r6/k5)	Hacking 2 (r6/k4) Sciences 1 (r5/k4) Lore 1 (r5/k4) Sysops 2 (r6/k4)	
PL 3		
Athletics 3 (r9/k6) Hand-to-Hand 4 (r12/k6) ***** Dodge 1 (r6/k5) Resilience 1 (r7/k6) Stamina 1 (r7/k6)	Hacking 3 (r8/k5) Sciences 1 (r6/k5) Lore 1 (r6/k5) Sysops 3 (r8/k5)	

Abilities, Ancestry Traits & Flaws

PL 1

Traits

Machine Physiology I* : Immune to Mental damage and some Hazards. Gain 1 Rank of Sysops for free.

Impervious I :** +4 x PL to AR for all Aspects.

Cyborg I - Hand-to-Hand Attacking* :** Gain a Level-1 Gear while attacking.

Abilities

Stone Hands : Unarmed Attacks do lethal damage.

Flaws

Emotionally Stunted: Take 1 Hardship to all Read Person and Streetwise Skill Checks.

Sensitivity (Electricity): Suffer 1 Hardships near exposed electricity.

PL 2

Traits

~~**Machine Physiology I**~~

Machine Physiology II** :** Immune to Mental damage and some Hazards. Gain 1 Rank of Sysops and Hacking for free.

PL 3

Traits

Cyborg II - Hand-to-Hand Attacking*** :** Upgrade Level-1 Gear to Level-2 Gear.

Equipment

PL 1

Weapons

Robot Fists: 0b, One-Handed, Grapple (Lethal)

Armor

Impervious:** All (4s/4p/4b/4o)

Gear

Robot Fists - Lvl-1 Gear

PL 2

Armor

Impervious:** All (8s/8p/8b/8o)

PL 3

Armor

Impervious:** All (12s/12p/12b/12o)

Gear

Robot Fists - Lvl-2 Gear

Greys

Ancestral (Greys) **Foe**.

Greys have been called many things: little green men, Martians, etc. They are small aliens with an oversized head and eyes.

GM's Note: Grey are not combat characters, but using them as body snatchers in modern settings can be deadly due to their advanced weaponry. They will use their telepathy, as well as their many scientific probes to learn the dark secrets of humanity and beyond.

Use Cases: These aliens work great in nostalgic 1950s sci-fi or horror, as well as any other game with similar alien ancestries.

Personal Characteristics
Mode of Movement: Walk, **Speed:** 1, **Size:** 1

Attributes			
PL 1 (Fate 2)	**STR:** 1, **AGI:** 2, **DEX:** 2, **END:** 1	**INT:** 3, **KNO:** 3, **SEN:** 3, **WIL:** 3	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2 (Fate 2)	**STR:** 1, **AGI:** 3, **DEX:** 3, **END:** 1	**INT:** 4, **KNO:** 4, **SEN:** 4, **WIL:** 4	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3 (Fate 2)	**STR:** 1, **AGI:** 4, **DEX:** 4, **END:** 1	**INT:** 5, **KNO:** 5, **SEN:** 5, **WIL:** 5	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

Defenses	
PL 1	**Base:** 10, **Magic:** 14, **Mental:** 8
PL 2	**Base:** 14, **Magic:** 16, **Mental:** 10
PL 3	**Base:** 18, **Magic:** 18, **Mental:** 12

Physical & Mental Characteristics	
PL 1	**WL:** 10, **IL:** 5, **MTH:** 20, **TL:** 10, **FL:** 5, **ITH:** 20, **WTH:** 2
PL 2	**WL:** 12, **IL:** 6, **MTH:** 24, **TL:** 12, **FL:** 6, **ITH:** 24, **WTH:** 2
PL 3	**WL:** 14, **IL:** 7, **MTH:** 28, **TL:** 14, **FL:** 7, **ITH:** 28, **WTH:** 2

Skills		
PL 1		
Guns 2 (r4/k2) Drive 1 (r3/k2)	Hacking 1 (r4/k3) Sciences 2 (r5/k3) Lore 1 (r4/k3) Sysops 1 (r4/k3) Psyche 2 (r5/k3) Fortitude 1 (r4/k3)	***Focus 2 (r4/k2)***
PL 2		
Guns 2 (r5/k3) Drive 2 (r5/k3)	Hacking 1 (r6/k5)* Sciences 4 (r9/k5)* Lore 1 (r6/k5)* Sysops 2 (r7/k5)* Psyche 3 (r8/k5)* Fortitude 1 (r6/k5)*	***Focus 2 (r4/k2)***

PL 3		
Guns 3 (r7/k4) Drive 2 (r6/k4)	Hacking 1 (r5/k4)** Sciences 3 (r7/k4)** Lore 1 (r5/k4)** Sysops 2 (r6/k4)** Psyche 2 (r6/k4)** Fortitude 1 (r5/k4)**	*Focus 2 (r4/k2)*

Abilities, Ancestry Traits & Flaws

PL 1

Abilities

Powered (Mentalism) : Resistance Skill Checks against your Power suffer 1 Hardship.

Traits

Innate Power I (Telepathy) : Gain Level-1 Manifestation.
Driven I (Mental)*: May reroll a Skill Check once per session with 1 Hardship.

Flaws

Knowledge at All Costs (Science) : You are obsessed with something. You take 1 Hardship to other mental endeavors until the obsession is resolved.

PL 2

Traits

~~**Driven I (Mental)***~~
Driven II (Mental) :** May reroll a Skill Check once per session with a -3 Pre-Roll Modifier.

PL 3

Traits

Innate Power II (Telepathy) : Gain Level-2 Manifestation.

Powers

PL 1-2

Telepathy I (Power) :

- Potency (Lvl 1): Read surface thoughts.
- Duration (Lvl 1): 1 Scene.
- Range (Lvl 1): Touch.
- Targets (Lvl 1): 1.
- Resistance: Fortitude

PL 3

Telepathy II (Power) :

- Potency (Lvl 2): Current complex thoughts.
- Duration (Lvl 2): 1 Scene.
- Range (Lvl 2): 10 Feet.
- Targets (Lvl 2): 1.
- Resistance: Fortitude

Equipment

PL 1-3

Weapons

Laser Pistol: 12o, **RoF:** 1, **Range:** 10, **Ammo:** 6/6, One-Handed, Ranged, Mortal

Insectioid, Greater

Ancestral (Insectoid) **Foe.**

Insectoids are an aggressive race of bipedal insect-like creatures. The greater variety lead their smaller and weaker brethren, using their hive mind to control them.

GM's Note: Greater Insectoids are war machines. They wield power swords and pattern spreaders. They can call their weaker kin with Hive Mind, and use their multiple arms to aid in melee combat. Their Natural Armor and carapace armor make them very hardy and difficult to hurt.

Use Cases: Greater Insectoids are useful in sci-fi settings filled with strife. With updates to their gear and replacing the Guns Skill, they can also be used in fantasy settings.

Personal Characteristics

Mode of Movement: Walk, **Speed:** 1, **Size:** 1

Attributes

PL 1	**STR:** 3, **AGI:** 1, **DEX:** 3, **END:** 4	**INT:** 1, **KNO:** 1, **SEN:** 3, **WIL:** 4	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 4, **AGI:** 2, **DEX:** 4, **END:** 5	**INT:** 1, **KNO:** 1, **SEN:** 4, **WIL:** 5	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 5, **AGI:** 3, **DEX:** 5, **END:** 5	**INT:** 1, **KNO:** 1, **SEN:** 5, **WIL:** 6	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

Defenses

PL 1	**Base:** 8, **Magic:** 8, **Mental:** 14
PL 2	**Base:** 12, **Magic:** 10, **Mental:** 18
PL 3	**Base:** 16, **Magic:** 12, **Mental:** 20

Physical & Mental Characteristics

PL 1	**WL**: 18, **IL:** 9, **MTH:** 36, **TL:** 13, **FL:** 6, **ITH:** 26, **WTH:** 2
PL 2	**WL**: 23, **IL:** 11, **MTH:** 46, **TL:** 16, **FL:** 8, **ITH:** 32, **WTH:** 2
PL 3	**WL**: 28, **IL:** 14, **MTH:** 56, **TL:** 18, **FL:** 9, **ITH:** 36, **WTH:** 2

Skills

PL 1		
Athletics 1 (r4/k3) Guns 1 (r4/k3) Swords 2 (r5/k3) Resilience 2 (r6/k4) Stamina 1 (r5/k4)	Perception 1 (r4/k3) Reaction 1 (r4/k3) Courage 2 (r6/k4) Fortitude 2 (r6/k4)	

PL 2		
Athletics 1 (r5/k4)	Perception 1 (r5/k4)	
Guns 2 (r6/k4)	Reaction 1 (r5/k4)	
Swords 2 (r6/k4)	Courage 3 (r8/k5)	
Resilience 3 (r8/k5)	Fortitude 2 (r7/k5)	
Stamina 1 (r6/k5)		

PL 3		
Athletics 1 (r6/k5)	Perception 1 (r6/k5)	
Guns 2 (r7/k5)	Reaction 1 (r6/k5)	
Swords 3 (r10/k5)**	Courage 3 (r9/k6)	
Resilience 4 (r10/k6)	Fortitude 3 (r9/k6)	
Stamina 1 (r7/k6)		

ABILITIES, ANCESTRY TRAITS & FLAWS

PL 1

TRAITS

HIVE MIND I : Control 1 Rank 5 Mob (Insectoid, Lesser).

NATURAL ARMOR I - PIERCING* : You gain 8 AR x PL to all Hit Locations for the selected Aspect.

MULTIPLE ARMS I : You may wield various combinations of weapons without penalty.

FLAWS

OVERCONFIDENT : You solve your issues in the most direct way possible.

PL 2

TRAITS

~~**HIVE MIND I**~~

HIVE MIND II : Control 2 Rank 5 Mob (Insectoid, Lesser).

PL 3

TRAITS

MULTIPLE ARMS II - SWORD :** You gain a Level-2 Bonus Set for the select Skill when using multiple arms.

EQUIPMENT

PL 1

WEAPONS

LASER PATTERN SPREADER: 14o, **RoF:** 1, **Range:** 10, **Ammo:** 2/2, Two-Handed, Ranged, Spread, Short, Mortal

POWER SWORD: 8s, Adaptable, Mortal, Slashing, Unwieldy 3

ARMOR

CARAPACE: Torso (13s/13p/13b/13o)

NATURAL ARMOR I*: All (8p)

PL 2

ARMOR

CARAPACE: Torso (14s/14p/14b/14o)

NATURAL ARMOR I*: All (16p)

PL 3

ARMOR

CARAPACE: Torso (15s/15p/15b/15o)

NATURAL ARMOR I*: All (24p)

INSECTIOID, LESSER

Ancestral (Insectoid) **Minion**.

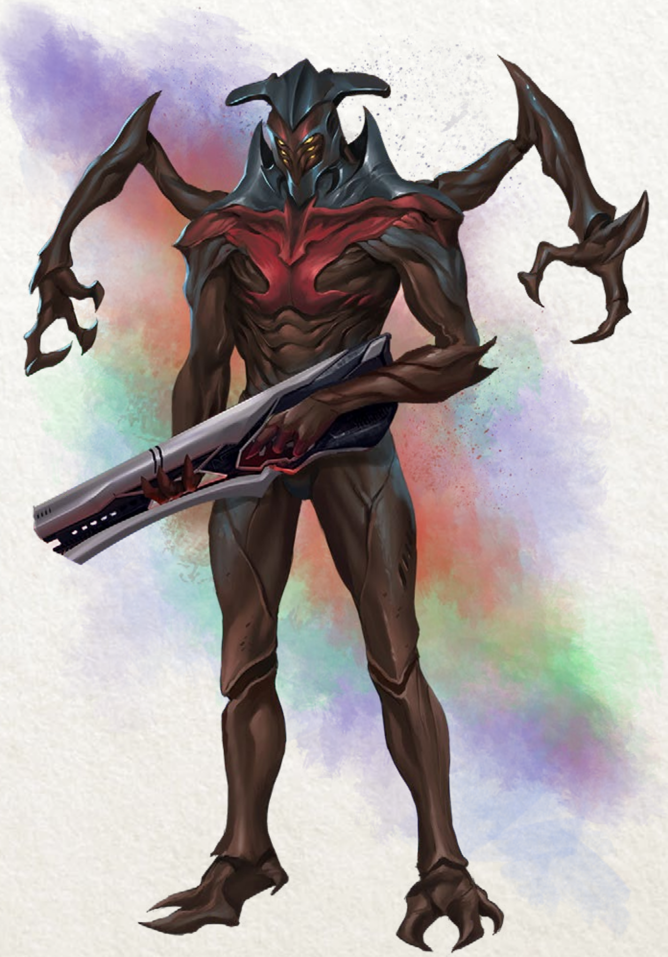
Lesser insectoids are semi-sentient creatures that are controlled by a Hive Mind. They rush into melee with dangerous weapons without thought of their own wellbeing.

GM's Note: These Insectoids are fodder for their greater kin. They can group together in mobs and are very difficult to kill. They have Natural Armor and dangerous weapons.

Use Cases: Not unlike Greater Insectoids, these creatures can be used in both sci-fi and fantasy settings.

PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: WALK, **SPEED:** 1, **SIZE:** 1

ATTRIBUTES			
PL 1	**STR:** 2, **AGI:** 1, **DEX:** 2, **END:** 4	**INT:** 1, **KNO:** 1, **SEN:** 2, **WIL:** 3	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 3, **AGI:** 2, **DEX:** 3, **END:** 5	**INT:** 1, **KNO:** 1, **SEN:** 3, **WIL:** 4	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 4, **AGI:** 3, **DEX:** 4, **END:** 6	**INT:** 1, **KNO:** 1, **SEN:** 4, **WIL:** 5	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1



PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL**: 15, **IL:** 7, **MTH:** N/A, **TL:** 11, **FL:** 5, **ITH:** N/A, **WTH:** N/A
PL 2	**WL**: 20, **IL:** 10, **MTH:** N/A, **TL:** 13, **FL:** 6, **ITH:** N/A, **WTH:** N/A
PL 3	**WL**: 25, **IL:** 12, **MTH:** N/A, **TL:** 15, **FL:** 7, **ITH:** N/A, **WTH:** N/A

SKILLS		
PL 1		
Athletics 1 (r3/k2) Spears 1 (r3/k2) Dodge 1 (r2/k1) Resilience 1 (r5/k4)	Perception 1 (r3/k2) Reaction 1 (r3/k2) Courage 1 (r4/k3) Fortitude 1 (r4/k3)	
PL 2		
Athletics 1 (r4/k3) Spears 2 (r5/k3) Dodge 1 (r3/k2) Resilience 2 (r7/k5)	Perception 1 (r4/k3) Reaction 1 (r4/k3) Courage 1 (r5/k4) Fortitude 1 (r5/k4)	
PL 3		
Athletics 1 (r5/k4) Spears 3 (r7/k4) Dodge 1 (r4/k3) Resilience 3 (r9/k6)	Perception 1 (r5/k4) Reaction 1 (r5/k4) Courage 1 (r6/k5) Fortitude 1 (r6/k5)	

ABILITIES, ANCESTRY TRAITS & FLAWS
PL 1
TRAITS **NATURAL ARMOR I - PIERCING*:** You gain 8 AR x PL to all Hit Locations for the selected Aspect. **MULTIPLE ARMS I :** You may wield various combinations of weapons without penalty.
PL 2
TRAITS **MULTIPLE ARMS II - SPEAR** :** You gain a Level-2 Bonus Set for the select Skill when using multiple arms.
PL 3
TRAITS **NATURAL ARMOR I - SLASHING*** :** You gain 8 AR x PL to all Hit Locations for the selected Aspect.

EQUIPMENT
PL 1
WEAPONS **ELECTRO SPEAR:** 4p/8o, One-Handed, Mortal, Stun 1 *ARMOR* **NATURAL ARMOR I*:** All (8p)
PL 2
ARMOR **NATURAL ARMOR I*:** All (16p)
PL 3
ARMOR **NATURAL ARMOR I*/***:** All (24p/24s)

INTERLOPER

Ancestral **Foe.**

Interlopers are highly effective spies that take the form of the people they are infiltrating. They are nearly impossible to detect and can cause havoc in target societies.

GM's Note: Interlopers are almost purely social threats. They can deceive the shrewdest of investigators. Facing combat, they will almost certainly flee.

Use Cases: Use these social threats in any genre, sci-fi or fantasy, where such dangers exists.

PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: WALK, **SPEED:** 1, **SIZE:** 1

ATTRIBUTES			
PL 1	**STR:** 1, **AGI:** 1, **DEX:** 1, **END:** 1	**INT:** 1, **KNO:** 3, **SEN:** 1, **WIL:** 3	**PRE:** 4, **EMP:** 3, **COM**: 4, **INF:** 1
PL 2	**STR:** 1, **AGI:** 1, **DEX:** 1, **END:** 1	**INT:** 1, **KNO:** 4, **SEN:** 1, **WIL:** 4	**PRE:** 5, **EMP:** 4, **COM**: 5, **INF:** 2
PL 3	**STR:** 1, **AGI:** 1, **DEX:** 1, **END:** 1	**INT:** 1, **KNO:** 5, **SEN:** 1, **WIL:** 5	**PRE:** 6, **EMP:** 5, **COM**: 6, **INF:** 3

DEFENSES	
PL 1	**BASE:** 4, **MAGIC:** 6, **MENTAL:** 14
PL 2	**BASE:** 4, **MAGIC:** 8, **MENTAL:** 18
PL 3	**BASE:** 4, **MAGIC:** 10, **MENTAL:** 22

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL**: 10, **IL:** 5, **MTH:** 20, **TL:** 16, **FL:** 8, **ITH:** 32, **WTH:** 2
PL 2	**WL**: 12, **IL:** 6, **MTH:** 24, **TL:** 20, **FL:** 10, **ITH:** 40, **WTH:** 2
PL 3	**WL**: 14, **IL:** 7, **MTH:** 28, **TL:** 24, **FL:** 12, **ITH:** 48, **WTH:** 2

SKILLS		
PL 1		
	Lore 1 (r4/k3) Courage 1 (r4/k3) Fortitude 1 (r4/k3)	Acting 2 (r6/k4) Read Person 1 (r4/k3) Deception 3 (r7/k4)
PL 2		
	Lore 2 (r6/k4) Courage 1 (r5/k4) Fortitude 2 (r6/k4)	Acting 3 (r8/k5) Read Person 3 (r7/k4) Deception 4 (r9/k5)
PL 3		
	Lore 2 (r7/k5) Courage 1 (r6/k5) Fortitude 3 (r6/k8)	Acting 4 (r10/k6) Read Person 4 (r9/k5) Deception 4 (r10/k6)

ABILITIES, ANCESTRY TRAITS & FLAWS
PL 1
TRAITS **DOPPELGANGER II :** Can take the form of any individual.
PL 2
TRAITS **SOCIAL CREATURE (PRE) :** Add a Level-0 Bonus Set to all Skill Checks with selected Attribute.
PL 3
TRAITS **SOCIAL CREATURE (COM) :** Add a Level-0 Bonus Set to all Skill Checks with selected Attribute.

LAW ENFORCEMENT

Ancestral **Minion.**

Law Enforcement are police forces that help keep the peace and enforce laws.

GM's Note: Law Enforcement serve as an easy combat Adversary, but have utility in criminal investigation.

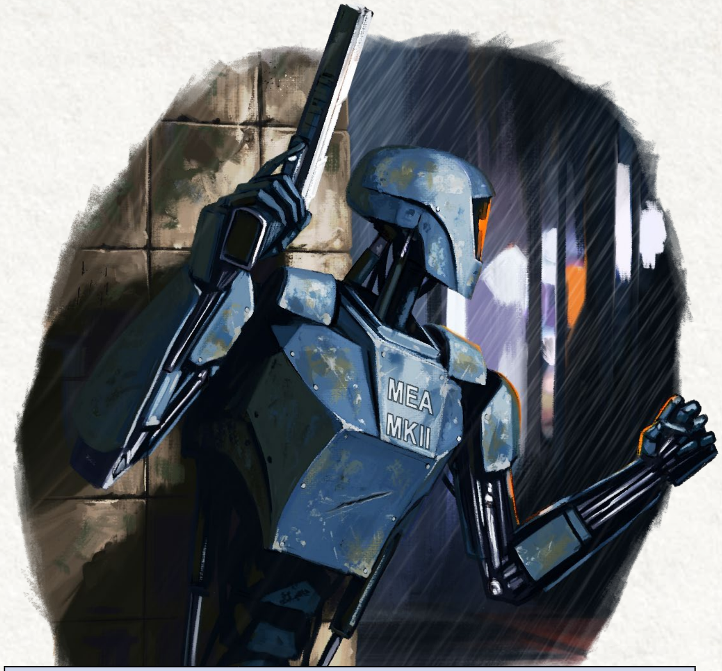
Use Cases: With a chance of equipment, Law Enforcement can be used in both modern and sci-fi settings.

PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: WALK, **SPEED:** 1, **SIZE:** 1

ATTRIBUTES			
PL 1	**STR:** 1, **AGI:** 2, **DEX:** 3, **END:** 3	**INT:** 2, **KNO:** 1, **SEN:** 2, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 2
PL 2	**STR:** 1, **AGI:** 3, **DEX:** 4, **END:** 4	**INT:** 3, **KNO:** 1, **SEN:** 3, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 3
PL 3	**STR:** 1, **AGI:** 4, **DEX:** 5, **END:** 5	**INT:** 4, **KNO:** 1, **SEN:** 4, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 4

DEFENSES	
PL 1	**BASE:** 10, **MAGIC:** 2, **MENTAL:** 4
PL 2	**BASE:** 14, **MAGIC:** 2, **MENTAL:** 4
PL 3	**BASE:** 20, **MAGIC:** 2, **MENTAL:** 4

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL**: 11, **IL:** 57, **MTH:** N/A, **TL:** 8, **FL:** 4, **ITH:** N/A, **WTH:** N/A
PL 2	**WL**: 14, **IL:** 7, **MTH:** N/A, **TL:** 9, **FL:** 4, **ITH:**N/A, **WTH:** N/A
PL 3	**WL**: 16, **IL:** 8, **MTH:** N/A, **TL:** 10, **FL:** 5, **ITH:** N/A, **WTH:** N/A



SKILLS		
PL 1		
Guns 1 (r4/k3) Dodge 1 (r3/k2) Resilience 1 (r4/k3)	Investigation 1 (r4/k3) Perception 1 (r4/k3) Reaction 1 (r4/k3)	Read Person 1 (r2/k1) Status 1 (r3/k2)
PL 2		
Guns 2 (r6/k4) Dodge 1 (r4/k3) Resilience 2 (r6/k4)	Investigation 1 (r3/k2) Perception 1 (r3/k2) Reaction 1 (r3/k2)	Read Person 1 (r2/k1) Status 1 (r4/k3)
PL 3		
Guns 3 (r8/k5) Dodge 2 (r6/k4) Resilience 2 (r7/k5)	Investigation 1 (r5/k4) Perception 1 (r5/k4) Reaction 1 (r5/k4)	Read Person 1 (r2/k1) Status 1 (r5/k4)

ABILITIES, ANCESTRY TRAITS & FLAWS
PL 1
ABILITIES **ALERT :** Add a Level-1 Bonus Set to Perception Skill Checks. **ZIG-ZAG :** Run Actions confer a -6 Pre-Roll Modifier to hit you instead of -3. You take no penalty immediately after the Run Action.
PL 2
ABILITIES **AUTHORITY :** Use a Status Skill Check instead of Persuasion.
PL 3
ABILITIES **FAST DRAW :** Instead of using an Interact Action to draw a weapon, use a Free Action instead.

EQUIPMENT
PL 1
WEAPONS **SEMI-AUTO PISTOL:** 10p, **RoF:** 2, **Range:** 10, **Ammo:** 12/12, One-Handed, Ranged, Mortal **BATON:** 2b, One-Handed *ARMOR* **KEVLAR VEST:** Torso (13p)
PL 2
ARMOR **KEVLAR VEST:** Torso (14p)
PL 3
ARMOR **KEVLAR VEST:** Torso (15p)

PILOT

Ancestral **Minion.**

Pilots fly through space or the sky in spaceships and jets. They can dogfight, bombard planets, repair systems, and weld together massive fissures in the hull.

GM's Note: Pilots are built for piloting craft with weapon systems. They can be used for any Station, but are more suited for piloting and gunnery than engineering or systems.

Use Cases: Use pilots for any sci-fi or modern vehicle.

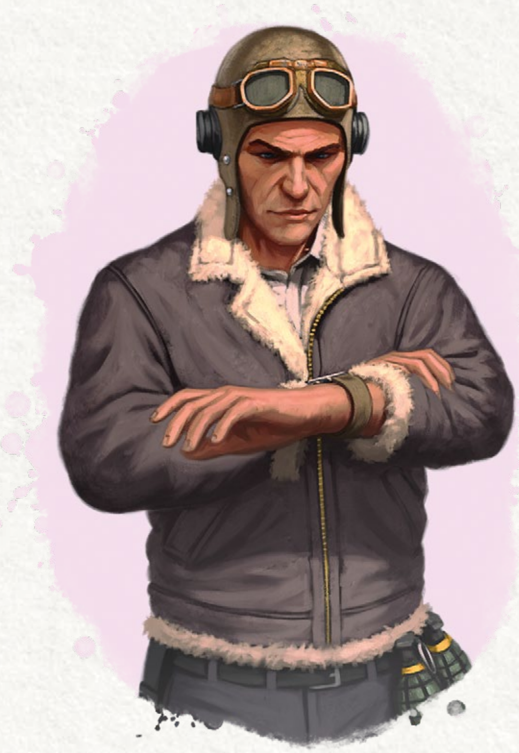
PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: WALK, **SPEED:** 1, **SIZE:** 1

ATTRIBUTES			
PL 1	**STR:** 1, **AGI:** 3, **DEX:** 3, **END:** 1	**INT:** 2, **KNO:** 3, **SEN:** 2, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 1, **AGI:** 4, **DEX:** 4, **END:** 1	**INT:** 3, **KNO:** 4, **SEN:** 3, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 1, **AGI:** 5, **DEX:** 5, **END:** 1	**INT:** 5, **KNO:** 5, **SEN:** 5, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

DEFENSES	
PL 1	**BASE:** 20, **MAGIC:** 2, **MENTAL:** 4
PL 2	**BASE:** 16, **MAGIC:** 2, **MENTAL:** 4
PL 3	**BASE:** 10, **MAGIC:** 2, **MENTAL:** 4

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL:** 8, **IL:** 4, **MTH:** N/A, **TL:** 8, **FL:** 4, **ITH:** N/A, **WTH:** N/A
PL 2	**WL:** 9, **IL:** 4, **MTH:** N/A, **TL:** 9, **FL:** 4, **ITH:**N/A, **WTH:** N/A
PL 3	**WL:** 10, **IL:** 5, **MTH:** N/A, **TL:** 10, **FL:** 5, **ITH:** N/A, **WTH:** N/A

SKILLS		
PL 1		
Guns 1 (r4/k3) Dodge 1 (r4/k3) Drive 1 (r4/k3)	Sciences 1 (r3/k2) Craft 1 (r4/k3) Sysops 1 (r4/k3) Perception 1 (r3/k2) Reaction 1 (r3/k2)	
PL 2		
Guns 2 (r6/k4) Dodge 1 (r5/k4) Drive 2 (r6/k4)	Sciences 1 (r4/k3) Craft 1 (r5/k4) Sysops 1 (r5/k4) Perception 1 (r5/k4) Reaction 1 (r5/k4)	
PL 3		
Guns 3 (r8/k5) Dodge 1 (r6/k5) Drive 3 (r8/k5)	Sciences 1 (r6/k5) Craft 1 (r6/k5) Sysops 1 (r6/k5) Perception 1 (r6/k5) Reaction 1 (r6/k5)	



ABILITIES, ANCESTRY TRAITS & FLAWS
PL 1
ABILITIES **DOGFIGHTER :** May use the Evade Action against Ranged Attacks. **QUICK MOVEMENT :** After Initiative is rolled, you may move up to 3 hexes/units for free.
PL 2
ABILITIES **KEEN I* :** You gain a Level-1 Bonus Set on Initiative Rolls.
PL 3
ABILITIES **ACE :** Choose a Size of Vehicle, you gain a Level-1 Bonus Set on Drive Skill Checks.

EQUIPMENT
PL 1
VEHICLE **VEHICLE AS DESIRED** *ARMOR* **FLIGHT SUIT:** All (130), Life Support 1
PL 2
ARMOR **FLIGHT SUIT:** All (140), Life Support 1
PL 3
ARMOR **FLIGHT SUIT:** All (150), Life Support 1

Security Robots

Ancestral (Robot) **Minion**.

Created to provide protection to important people or places, security robots are designed to disable and kill.

GM's Note: Security Robots are well-rounded combatants with Impervious I for AR, and a dangerous ranged weapon. They can also use a stun club to delay and disrupt enemies.

Use Cases: Security Robots are suitable for high-tech sci-fi settings.

Personal Characteristics
Mode of Movement: Walk, **Speed:** 1, **Size:** 1

Attributes			
PL 1	**STR:** 4, **AGI:** 1, **DEX:** 3, **END:** 4	**INT:** 1, **KNO:** 1, **SEN:** 1, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 5, **AGI:** 2, **DEX:** 4, **END:** 5	**INT:** 1, **KNO:** 2, **SEN:** 2, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 6, **AGI:** 3, **DEX:** 5, **END:** 6	**INT:** 1, **KNO:** 3, **SEN:** 3, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

Defenses	
PL 1	**Base:** 6, **Magic:** 2, **Mental:** 4
PL 2	**Base:** 10, **Magic:** 2, **Mental:** 4
PL 3	**Base:** 14, **Magic:** 2, **Mental:** 4

Physical & Mental Characteristics	
PL 1	**WL:** 15, **IL:** 7, **MTH:** N/A, **TL:** 8*, **FL:** 4*, **ITH:** N/A, **WTH:** N/A
PL 2	**WL:** 18, **IL:** 9, **MTH:** N/A, **TL:** 9*, **FL:** 4*, **ITH:** N/A, **WTH:** N/A
PL 3	**WL:** 25****, **IL:** 12, **MTH:** N/A, **TL:** 10*, **FL:** 5*, **ITH:** N/A, **WTH:** N/A

Skills		
PL 1		
Athletics 1 (r5/k4) Bludgeons 1 (r5/k4) Dodge 1 (r2/k1) Guns 1 (r4/k3) Resilience 1 (r5/k4)	Sysops 1 (r2/k1)* Perception 1 (r2/k1) Reactions 1 (r2/k1)	
PL 2		
Athletics 1 (r6/k5) Bludgeons 2 (r7/k5) Dodge 1 (r3/k2) Guns 2 (r7/k4)*** Resilience 1 (r6/k5)	Sysops 1 (r3/k2)* Perception 1 (r3/k2) Reactions 1 (r3/k2)	
PL 3		
Athletics 1 (r7/k6) Bludgeons 3 (r9/k6) Dodge 1 (r4/k3) Guns 3 (r9/k5) +3*** Resilience 1 (r7/k6)	Sysops 1 (r4/k3)* Perception 1 (r4/k3) Reactions 1 (r4/k3)	

Abilities, Ancestry Traits & Flaws
PL 1
Traits **Machine Physiology I*:** Immune to Mental damage and some Hazards. Gain 1 Rank of Sysops for free. **Impervious 1**:** +4 x PL to AR for all Aspects.
PL 2
Abilities **Weapon Master I - Shoulder Mounted Laser***:** Gain Level-2 Bonus Set.
PL 3
Abilities **Grit I****:** Add 1 + PL to Wound Level.

Equipment
PL 1
Weapons **Stun Club:** 4o, One-Handed, Stun 2 **Shoulder Mounted Laser:** 14o, **RoF:** 2, **Range:** 10, **Ammo:** 12/12, Hands-Free, Ranged, Mortal *Armor* **Impervious***:** All (4s/4p/4b/4o)
PL 2
Armor **Impervious***:** All (8s/8p/8b/8o)
PL 3
Armor **Impervious***:** All (12s/12p/12b/12o)

Tech

Ancestral **Minion**.

Techs can fix equipment, perform engineering tasks, or work on computer systems.

GM's Note: These adversaries are perfect as generic technicians. They can perform many technical tasks sufficiently.

Use Cases: Use Techs in modern or sci-fi settings where technology is relevant.

Personal Characteristics
Mode of Movement: Walk, **Speed:** 1, **Size:** 1

Attributes			
PL 1	**STR:** 1, **AGI:** 1, **DEX:** 1, **END:** 1	**INT:** 4, **KNO:** 4, **SEN:** 1, **WIL:** 1	**PRE:** 1, **EMP:** 2, **COM:** 1, **INF:** 2
PL 2	**STR:** 1, **AGI:** 1, **DEX:** 1, **END:** 1	**INT:** 5, **KNO:** 5, **SEN:** 1, **WIL:** 2	**PRE:** 1, **EMP:** 3, **COM:** 2, **INF:** 3
PL 3	**STR:** 1, **AGI:** 1, **DEX:** 1, **END:** 1	**INT:** 6, **KNO:** 6, **SEN:** 1, **WIL:** 3	**PRE:** 1, **EMP:** 4, **COM:** 3, **INF:** 4

DEFENSES	
PL 1	**BASE:** 4, **MAGIC:** 2, **MENTAL:** 6
PL 2	**BASE:** 4, **MAGIC:** 4, **MENTAL:** 10
PL 3	**BASE:** 4, **MAGIC:** 6, **MENTAL:** 14

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL**: 8, **IL:** 4, **MTH:** N/A, **TL:** 9, **FL:** 4, **ITH:** N/A, **WTH:** N/A
PL 2	**WL**: 10, **IL:** 5, **MTH:** N/A, **TL:** 12, **FL:** 6, **ITH:** N/A, **WTH:** N/A
PL 3	**WL**: 12, **IL:** 6, **MTH:** N/A, **TL:** 15, **FL:** 7, **ITH:** N/A, **WTH:** N/A

SKILLS		
PL 1		
	Hacking 1 (r5/k4) +1* Sciences 1 (r5/k4) Career 1 (r5/k4) Craft 1 (r5/k4) +1** Sysops 1 (r5/k4)	Streetwise 1 (r3/k2) Persuasion 1 (r2/k1) Stewardship 1 (r3/k2)
PL 2		
	Hacking 1 (r6/k5) + 6*/*** Sciences 1 (r6/k5) + 4*** Career 2 (r7/k5) Craft 1 (r6/k5) + 2** Sysops 2 (r7/k5) + 4***	Streetwise 1 (r4/k3) Persuasion 1 (r3/k2) Stewardship 1 (r4/k3)
PL 3		
	Hacking 2 (r8/k6) + 15*/*** Sciences 1 (r7/k6) + 9*** Career 3 (r9/k6) Craft 1 (r7/k6) Sysops 2 (r8/k6) + 9***	Streetwise 1 (r5/k4) Persuasion 1 (r4/k3) Stewardship 1 (r5/k4)

ABILITIES, ANCESTRY TRAITS & FLAWS
PL 1
ABILITIES **COMPUTER EXPERT*** **:** Hacking Skill Checks add Sysops Skill Rank x PL as a Pre-Roll Modifier. **SCIENTIFIC METHOD**** **:** Craft Skill Checks add Science Skill Rank x PL as a Pre-Roll Modifier.
PL 2
ABILITIES **JACK OF ALL TRADES (SYSOPS/HACKING/SCIENCES)*** **:** Add Career Skill Rank x PL as a Pre-Roll Modifier to selected Skill Checks.
PL 3
ABILITIES **INVENTOR :** Craft Skill Checks to create equipment lower the number of Craft Die by 1.

EQUIPMENT
PL 1-3
GEAR **LEVEL-1 GEAR:** GM chooses Skill and Descriptor.

TROOPERS

Ancestral **Minion**.

Troopers are the standard space soldiers of many sci-fi settings. They make up for their lack of training and skill with heavy armor and weapons.

GM's Note: These soldiers can do heavy damage with their laser rifles and avoid injury with their carapace armor. Use them as stock soldiers to accompany foes and other adversaries.

Use Cases: Troopers can work in almost any sci-fi setting.

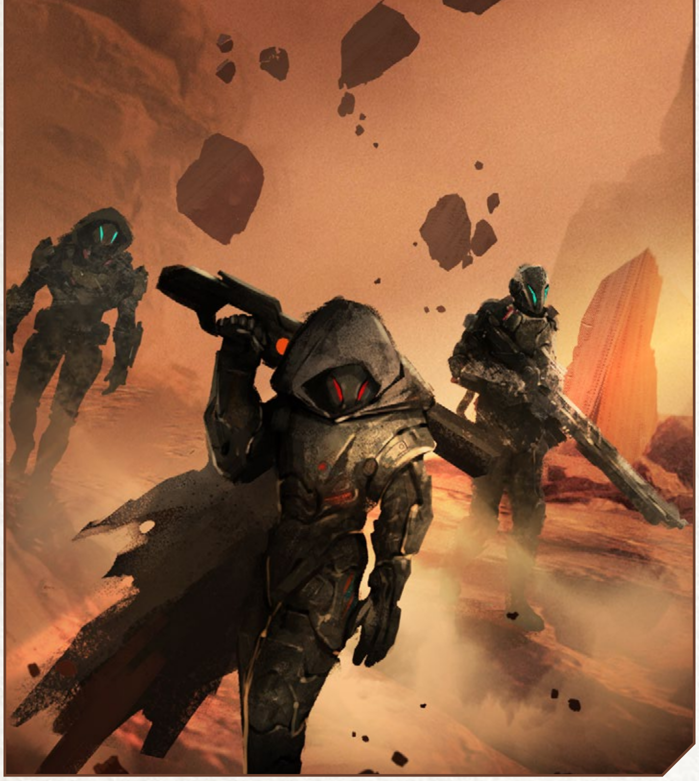
PERSONAL CHARACTERISTICS
MODE OF MOVEMENT: WALK, **SPEED:** 1, **SIZE:** 1

ATTRIBUTES			
PL 1	**STR:** 3, **AGI:** 2, **DEX:** 3, **END:** 3	**INT:** 1, **KNO:** 1, **SEN:** 2, **WIL:** 1	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 2	**STR:** 4, **AGI:** 3, **DEX:** 4, **END:** 4	**INT:** 1, **KNO:** 1, **SEN:** 3, **WIL:** 2	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1
PL 3	**STR:** 5, **AGI:** 4, **DEX:** 5, **END:** 5	**INT:** 1, **KNO:** 1, **SEN:** 4, **WIL:** 3	**PRE:** 1, **EMP:** 1, **COM:** 1, **INF:** 1

DEFENSES	
PL 1	**BASE:** 10, **MAGIC:** 2, **MENTAL:** 4
PL 2	**BASE:** 14, **MAGIC:** 4, **MENTAL:** 6
PL 3	**BASE:** 20, **MAGIC:** 6, **MENTAL:** 8

PHYSICAL & MENTAL CHARACTERISTICS	
PL 1	**WL**: 13, **IL:** 6, **MTH:** N/A, **TL:** 8, **FL:** 4, **ITH:** N/A, **WTH:** N/A
PL 2	**WL**: 20***, **IL:** 10, **MTH:** N/A, **TL:** 10, **FL:** 5, **ITH:** N/A, **WTH:** N/A
PL 3	**WL**: 30****, **IL:** 15, **MTH:** N/A, **TL:** 12, **FL:** 6, **ITH:** N/A, **WTH:** N/A

SKILLS		
PL 1		
Hand-to-Hand 1 (r4/k3) Dodge 1 (r3/k2) Drive 1 (r3/k2) Guns 1 (r4/k3) Resilience 1 (r4/k3)	Perception 1 (r3/k2) Reactions 1 (r3/k2)	
PL 2		
Hand-to-Hand 1 (r5/k4) Dodge 1 (r4/k3) Drive 1 (r4/k3) Guns 1 (r5/k4) Resilience 1 (r5/k4)	Perception 2 (r5/k3) Reactions 2 (r5/k3)	



PL 3		
Hand-to-Hand 1 (r6/k5) Dodge 2 (r6/k4) Drive 1 (r5/k4) Guns 1 (r6/k5) Resilience 2 (r7/k5)	Perception 2 (r6/k4) Reactions 2 (r6/k4)	

Abilities, Ancestry Traits & Flaws
PL 1
Abilities **Mortal Danger - Laser Rifle*** : When you give someone a Wound, also give them an Injury. **Lethal Weapon I - Laser Rifle**** : +2 to Post-Roll Modifier.
PL 2
Abilities **Grit I***** : Add 1 + PL to your WL.
PL 3
Abilities **Grit II****** : Add 1 + PL to your WL.

Equipment
PL 1
Weapons **Laser Rifle*/**:** 160, **RoF:** 1, **Range:** 14, **Ammo:** 6/6, Two-Handed, Ranged, Mortal *Armor* **Half Carapace:** All (9s/9p/9b/9o), Noisy
PL 2
Armor **Half Carapace:** All (10s/10p/10b/10o), Noisy
PL 3
Armor **Half Carapace:** All (11s/11p/11b/11o), Noisy

Vehicles

Vehicles range from ordinary automobiles all the way to armored tanks. This section gives lists several ready made vehicles using the vehicle creation rules found in Vehicles.

Automobile

Modern Vehicle

This is a standard automobile. It could be a truck, sedan, etc.

GM's Note: For modern settings, cars are very important tools. Update this car to Fly only mode for modern settings that would support it.

Use Cases: Modern or Futuristic settings can use this vehicle.

Vehicle Attributes	
PL 1	**Speed:** 3, **Size:** 3, **Frame:** 2, **Handling:** 2
PL 2	**Speed:** 4, **Size:** 3, **Frame:** 3, **Handling:** 3
PL 3	**Speed:** 5, **Size:** 3, **Frame:** 4, **Handling:** 4
Mode of Movement: Walk	

Vehicle Characteristics	
PL 1	**VBD**: 10, **VBL:** 30, **VDTH:** 60, **VBTH:** 2, **Loadout:** 3
PL 2	**VBD**: 14, **VBL:** 40, **VDTH:** 80, **VBTH:** 2, **Loadout:** 3
PL 3	**VBD**: 18, **VBL:** 50, **VDTH:** 100, **VBTH:** 2, **Loadout:** 3

Stations
PL 1-3
Controls (1) **Systems (1)** **Cargo or Passenger (1)**

Vehicle Abilities
PL 1
Assisted Station I (Controls) : Add a Level-1 Bonus Set to any Skill Check using this Station.
PL 2
~~**Assisted Station I (Controls)**~~ **Assisted Station II (Controls) :** Add a Level-2 Bonus Set to any Skill Check using this Station.
PL 3
Turbo : Increase Speed +1 for 10 AP.

Galley

Modern Vehicle

Galleys are large ships that can be used for transport or warfare.

GM's Note: Galleys are can specialize in warfare or transport. If the GM wishes, exchange the second Weapon Station for Cargo/Passengers.

Use Cases: Galleys are pre-Modern ships that represent swashbucklers roaming the high seas with cannons and broadside attacks.

Vehicle Attributes	
PL 1	**Speed:** 2, **Size:** 4, **Frame:** 3, **Handling:** 1
PL 2	**Speed:** 2, **Size:** 5, **Frame:** 4, **Handling:** 2
PL 3	**Speed:** 2, **Size:** 6, **Frame:** 5, **Handling:** 3
Mode of Movement: Swim	

Vehicle Characteristics	
PL 1	**VBD**: 6, **VBL:** 40, **VDTh:** 80, **VBTh:** 2, **Loadout:** 4
PL 2	**VBD**: 8, **VBL:** 55, **VDTh:** 110, **VBTh:** 2, **Loadout:** 5
PL 3	**VBD**: 10, **VBL:** 65, **VDTh:** 130, **VBTh:** 2, **Loadout:** 6

Stations
PL 1
Controls (1) **Weapons (2)**
PL 2
Cargo or Passenger (2)
PL 3
Cargo or Passenger (3)

Vehicle Abilities
PL 1
Escape system : Can use this to escape if vehicle is destroyed.
PL 2
Stealth : When using the Run Quiet Action, gain a Level-2 Bonus Set.
PL 3
Dorsal/Ventral Mount : Add an additional weapon into the Weapons Station.

Weapons & Armor
PL 1-2
Weapons **Cannon:** 40b, **RoF:** 1, **Range:** 12, **Ammo:** 1/1, Explosive 1, Inaccurate, Mounted 3, Slow **Grapplers:** *, **RoF:** 1, **Range:** 1, **Ammo:** 1/1, Grapple, Mounted 2, Slow
PL 3
Weapons **Cannon x 2:** 40b, **RoF:** 1, **Range:** 12, **Ammo:** 1/1, Explosive 1, Inaccurate, Mounted 3, Slow

Motorcycle

Modern Vehicle

This is a standard motorcycle.

GM's Note: Motorcycles are faster than cars, but do not offer much in the way of space to transport things.

Use Cases: Modern or Futuristic settings can use this vehicle.

Vehicle Attributes	
PL 1	**Speed:** 3, **Size:** 2, **Frame:** 1, **Handling:** 4
PL 2	**Speed:** 4, **Size:** 2, **Frame:** 2, **Handling:** 5
PL 3	**Speed:** 5, **Size:** 2, **Frame:** 3, **Handling:** 6
Mode of Movement: Walk	

Vehicle Characteristics	
PL 1	**VBD**: 14, **VBL:** 20, **VDTh:** 40, **VBTh:** 2, **Loadout:** 2
PL 2	**VBD**: 18, **VBL:** 30, **VDTh:** 60, **VBTh:** 2, **Loadout:** 2
PL 3	**VBD**: 22, **VBL:** 40, **VDTh:** 80, **VBTh:** 2, **Loadout:** 2

Stations
PL 1-3
Controls (1) **Systems (1)**

Vehicle Abilities
PL 1
Turbo : Increase Speed +1 for 10 AP.
PL 2
Assisted Station I (Controls) : Add a Level-1 Bonus Set to any Skill Check using this Station.
PL 3
~~**Assisted Station I (Controls)**~~ **Assisted Station II (Controls) :** Add a Level-2 Bonus Set to any Skill Check using this Station.

STARFIGHTER

Futuristic Vehicle

Starfighters are attack vessels intended to be manned by one or two individuals.

GM's Note: Starfighters can be hard to hit and do a great deal of damage. They have no armor, so they rely on their VBD to evade attacks.

Use Cases: Starfighters are perfect in futuristic settings, and with a change of weapons they can be used equally in modern settings as jet fighters.

Vehicle Attributes	
PL 1	**Speed:** 4, **Size:** 2, **Frame:** 1, **Handling:** 3
PL 2	**Speed:** 5, **Size:** 2, **Frame:** 2, **Handling:** 4
PL 3	**Speed:** 6, **Size:** 2, **Frame:** 3, **Handling:** 5
Mode of Movement: Fly	

Vehicle Characteristics	
PL 1	**VBD**: 19*, **VBL:** 20, **VDTh:** 40, **VBTh:** 2, **Loadout:** 2
PL 2	**VBD**: 23*, **VBL:** 30, **VDTh:** 60, **VBTh:** 2, **Loadout:** 2
PL 3	**VBD**: 27*, **VBL:** 40, **VDTh:** 80, **VBTh:** 2, **Loadout:** 2

Stations
PL 1-3
Controls (1) **Weapons (1)**

Vehicle Abilities
PL 1
Centralized Operation (Weapons) : The pilot in the Controls Station can operate the Weapons Station. They suffer 1 Hardships when doing so. **Shields I* :** Add +5 to VBD.
PL 2
Turbo : Increase Speed +1 for 10 AP.
PL 3
Countermeasures : The Guidance Vehicle Weapon Quality does not function against this vehicle.

Weapons & Armor
PL 1-3
Weapons **Beam Cannon:** 40o, **RoF:** 1, **Range:** 8, **Ammo:** N/A, Mounted 2, No Reload *Armor* **None**

TANK

Modern Vehicle

Armored cavalry is a stable of warfare since World War I. They are highly armored and provide the threat of massive damage.

GM's Note: Use tanks in situations that require a very formidable, but slow, hostile force. They have extremely high armor and VBL, allowing them to wade into combat safe from any but the most dangerous weaponry.

Use Cases: This entry is perfect for modern games, but could be used in Sci-Fi settings with a change of weaponry, or not, depending on the setting.

Vehicle Attributes	
PL 1	**Speed:** 1, **Size:** 4, **Frame:** 4, **Handling:** 1
PL 2	**Speed:** 1, **Size:** 4, **Frame:** 5, **Handling:** 2
PL 3	**Speed:** 2, **Size:** 4, **Frame:** 6, **Handling:** 2
Mode of Movement: Walk	

Vehicle Characteristics	
PL 1	**VBD**: 4, **VBL:** 45, **VDTh:** 90, **VBTh:** 2, **Loadout:** 4
PL 2	**VBD**: 6, **VBL:** 55, **VDTh:** 110, **VBTh:** 2, **Loadout:** 4
PL 3	**VBD**: 8, **VBL:** 65, **VDTh:** 130, **VBTh:** 2, **Loadout:** 4

Stations
PL 1-3
Controls (1) **Weapons (3)**

Vehicle Abilities
PL 1
Armor I & II : Vehicle gains AR 40 (PL 1), 60 (PL 2), 80 (PL 3).
PL 2
Assisted Station I (Weapons: Tank Gun) : Add a Level-1 Bonus Set to any Skill Check using this Station.
PL 3
~~**Assisted Station I (Weapons: Tank Gun)**~~ **Assisted Station II (Weapons: Tank Gun) :** Add a Level-2 Bonus Set to any Skill Check using this Station.

Weapons & Armor
PL 1
Weapons **Tank Gun:** 40o, **RoF:** 1, **Range:** 12, **Ammo:** 1/1, Mounted 3, Long, Slow, Explosive 4 **Mounted Machine Gun x 2:** 10p, **RoF:** 4, **Range:** 10, **Ammo:** 20/20, Mounted 3, Ranged, Slow, Long Armor **Armor II:** All (60s/60p/60b/60o)
PL 2
Armor **Armor II:** All (80s/80p/80b/80o)
PL 3
Armor **Armor II:** All (100s/100p/100b/100o)

Train

Modern Vehicle

Trains are early modern modes of long distance travel. They can transport people and cargo long distances in relative comfort and at a timely pace.

GM's Note: Use trains as set pieces for long distance travel, as well as others attempting to stop them or defend them.

Use Cases: Trains are usually seen in pre-Modern settings, but could be used in steampunk or other genres.

Vehicle Attributes	
PL 1	**Speed:** 1, **Size:** 5, **Frame:** 3, **Handling:** 1
PL 2	**Speed:** 2, **Size:** 5, **Frame:** 4, **Handling:** 2
PL 3	**Speed:** 3, **Size:** 5, **Frame:** 5, **Handling:** 3
Mode of Movement: Walk	

Vehicle Characteristics	
PL 1	**VBD**: 4, **VBL:** 45, **VDTh:** 90, **VBTh:** 2, **Loadout:** 6*
PL 2	**VBD**: 8, **VBL:** 55, **VDTh:** 110, **VBTh:** 2, **Loadout:** 7*
PL 3	**VBD**: 12, **VBL:** 65, **VDTh:** 130, **VBTh:** 2, **Loadout:** 8*

Stations
PL 1
Controls (1) **Systems (1)** **Cargo or Passenger (4)**
PL 2
Cargo or Passenger (5)
PL 3
Cargo or Passenger (6)

Vehicle Abilities
PL 1
Increased Loadout (Cargo or Passenger)*: Add 1 Station of your choice.
PL 2
Increased Loadout (Cargo or Passenger)*: Add 1 Station of your choice.
PL 3
Increased Loadout (Cargo or Passenger)*: Add 1 Station of your choice.

HEROES & HARDSHIPS
UNIVERSAL RPG SYSTEM

NAME					
ANCESTRY					
CAREER		TOTAL XP		XP SPENT	
AGE		GENDER		POWER LEVEL	

TOTAL	PHYSICAL		
	MAXIMUM	CURRENT	
STR			☐
AGI			☐
DEX			☐
END			☐

TOTAL	MENTAL		
	MAXIMUM	CURRENT	
INT			☐
KNO			☐
SEN			☐
WILL			☐

TOTAL	SOCIAL		
	MAXIMUM	CURRENT	
PRE			☐
EMP			☐
COM			☐
INF			☐

FATE	
MAX.	CUR.
SIZE	SPEED

PHYSICAL			
	WOUND LV	INJURY LV	MORT THR
MAX.			
CUR.			

MENTAL			
	TERROR LV	FEAR LV	INSANITY THR
MAX.			
CUR.			

DEFENCES			
	BASE	MAGIC	MENTAL
MAX.			
CUR.			

DAMAGE		WOUND THR	
INJURIES	WOUNDS	MAX.	CUR.

1st WOUND				
TREATED	LoS	LOCATION	DAYS WOUNDED	RANK
☐ ☐				
EFFECT				

2nd WOUND				
TREATED	LoS	LOCATION	DAYS WOUNDED	RANK
☐ ☐				
EFFECT				

3rd WOUND				
TREATED	LoS	LOCATION	DAYS WOUNDED	RANK
☐ ☐				
EFFECT				

4th WOUND				
TREATED	LoS	LOCATION	DAYS WOUNDED	RANK
☐ ☐				
EFFECT				

SKILL	RANK	ATTRIBUTE	MODIFIERS

HEROES & HARDSHIPS
UNIVERSAL RPG SYSTEM

NAME

CURRENCY POINTS

EQUIPPED ARMOR AND SHIELD

BODY PART	SLASHING	PIERCING	BLUDGEON	OTHER	SHIELD MODIFIER
HEAD					
TORSO					
RIGHT ARM					
LEFT ARM					
RIGHT LEG					
LEFT LEG					

INVENTORY

WEAPONS

WEAPON NAME	RANGE	SLASHING	PIERCING	BLUDGEON	OTHER	QUALITIES/TRAITS/NOTES

ABILITY/ FLAW/ ANCESTRY TRAIT

ABILITY/ FLAW/ ANCESTRY TRAIT

ABILITY/ FLAW/ ANCESTRY TRAIT

ABILITY/ FLAW/ ANCESTRY TRAIT

ABILITY/ FLAW/ ANCESTRY TRAIT

ABILITY/ FLAW/ ANCESTRY TRAIT

ABILITY/ FLAW/ ANCESTRY TRAIT

ABILITY/ FLAW/ ANCESTRY TRAIT

ABILITY/ FLAW/ ANCESTRY TRAIT

ABILITY/ FLAW/ ANCESTRY TRAIT

BACKGROUND AND NOTES

HEROES & HARDSHIPS
UNIVERSAL RPG SYSTEM

NAME

MAGIC AND POWERS

MANIFESTATION
TYPE
SKILL
DURATION
RANGE
TARGETS
VALID EFFECTS
POTENCY

MANIFESTATION
TYPE
SKILL
DURATION
RANGE
TARGETS
VALID EFFECTS
POTENCY

MANIFESTATION
TYPE
SKILL
DURATION
RANGE
TARGETS
VALID EFFECTS
POTENCY

MANIFESTATION
TYPE
SKILL
DURATION
RANGE
TARGETS
VALID EFFECTS
POTENCY

MANIFESTATION
TYPE
SKILL
DURATION
RANGE
TARGETS
VALID EFFECTS
POTENCY

MANIFESTATION
TYPE
SKILL
DURATION
RANGE
TARGETS
VALID EFFECTS
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MANIFESTATION
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VALID EFFECTS
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MANIFESTATION
TYPE
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TARGETS
VALID EFFECTS
POTENCY

MANIFESTATION
TYPE
SKILL
DURATION
RANGE
TARGETS
VALID EFFECTS
POTENCY

MANIFESTATION
TYPE
SKILL
DURATION
RANGE
TARGETS
VALID EFFECTS
POTENCY

HEROES & HARDSHIPS
UNIVERSAL RPG SYSTEM

NAME

SIZE

SPEED

FRAME

LOAD OUT

HANDLING

MODE OF MOVEMENT

PILOT

DAMAGE

VEHICLE BREAK LEVEL

VEHICLE DESTRUCTION THR

DEFENCES

VEHICLE BASE DEFENSE

STATIONS

ABILITIES

ABILITIES

ABILITIES

ABILITIES

ABILITIES

ABILITIES

ABILITIES

WEAPONS

WEAPON NAME	RANGE	SLASHING	PIERCING	BLUDGEON	OTHER	QUALITIES/TRAITS/NOTES

ARMOR

LOCATION	COCKPIT	CHASSIS	SYSTEMS	WEAPONS
SLASHING				
PIERCING				
BLUDGEON				
OTHER				

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